

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

GAME BOY ADVANCE

DONKEY KONG COUNTRY



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ANYWHERE!**



THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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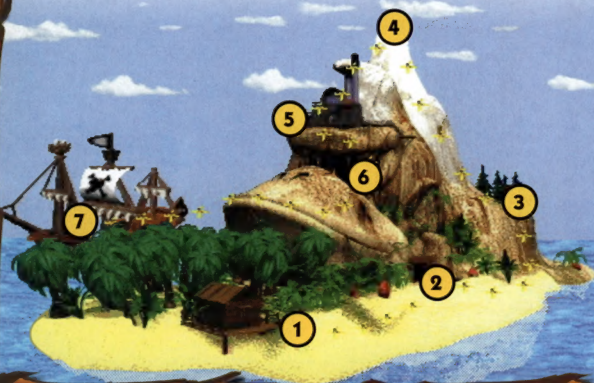


DONKEY KONG[®] COUNTRY

The background of the cover is a lush jungle scene. In the upper middle, a wooden crate sits on a sandy path, with the word 'RHINO' and a silhouette of a rhinoceros on its side. Below the crate, a small brown ape with a red collar is perched on a wooden bridge. The bridge is made of wooden planks and has metal railings. The scene is framed by a thick, dark brown border that looks like a rope or a branch. The overall color palette is dominated by greens, browns, and the red and yellow of the title.

**THE OFFICIAL
NINTENDO[®] PLAYER'S GUIDE**

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JUNGLE BASICS

Donkey Kong and Diddy are pros at traveling around Kong Island's jungles. Master their basic monkey moves as you travel through each stage on a quest to retrieve the stolen banana hoard. Check out the bonus game section on page 111 for each bonus game's Controller info.

Control Pad:

Move Characters/Duck/Scroll through Selections

Use the Control Pad to move Donkey and Diddy in each stage. Press Down to duck. On the menus and the world map, use the Control Pad to make your selections.

L Button:

Switch Characters/Dismount Animal Buddy

Press the L Button in a stage to switch between Donkey and Diddy. When you are riding an animal buddy through a stage, press L to dismount.

R Button:

Run

Press the R Button in a stage to make the Kongs run.

Start Button:

Pause/Make Selections/ Call up World Map Menu



Press Start in a stage to pause the game. On the World Map, press Start to bring up the World Map menu and to make selections within the menu.

Select Button:

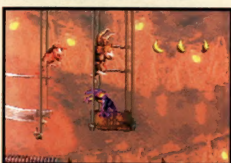
Exit a Menu/Switch Characters/ Dismount an Animal Buddy/Exit a Stage

The Select Button functions the same as the L Button in a stage. You can exit a stage by pressing Select and Start.



A Button:

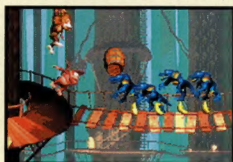
Jump/Swim/ Make Menu Selections



Press A on land to make Donkey and Diddy jump, and in the water to make them paddle. When you are in a game menu, press A to make a selection.

B Button:

Run/Attack/Pick Up Barrels (Release B to Throw Barrels)



The B Button functions within the game stages and the bonus games. Press B in a stage to make your Kong attack. Press and hold B to pick up and carry a barrel—release B to throw it. Hold B when you perform a jump to jump farther than you normally could.

The World Map Menu



Press Start on the world map to bring up the World Map menu. Use the Control Pad and A to make your selections. The World Map menu has four options: Save, Funky, Scrap Book and Level Stats. Save your game, call Funky Kong for a ride, view your collected pictures and check out your level stats.

Advanced Moves, Animal Buddies & Vehicles



As you proceed, you'll learn to use more advanced moves such as Donkey Kong's rolling jump and Diddy's cartwheel jump. You'll also find Steel Kegs that you can roll on, animal buddies who will give you a lift, and vehicles such as mine carts that you must control. See page 7 for more about advanced moves.

GAME MODES

Variety is the spice of life on Kong Island. Enjoy Donkey Kong Country in multiple game modes—journey across Kong Island alone in the main game mode, test your skills in DK Attack, or take a little break for some dancing and fishing.

Ways to Play

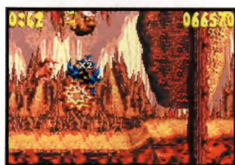
Donkey Kong Country features four unique game modes that add a twist to the fun—the main game mode, DK Attack, Bonus Game mode and Hero mode. Play through the main game mode to unlock levels in DK Attack, new bonus games in each level and Hero mode after beating DKC once. So many ways to play, so little time!

Adventure Alone or with a Friend



In the main game mode, you control both Donkey and Diddy on their quest to retrieve all the stolen bananas from King K. Rool's minions. Enjoy the main mode with a friend by taking turns.

DK Attack



After you unlock a level in the main game mode, test your skills in DK Attack. Earn the most points as you race against the clock. See page 110 for more info.

Bonus Games



Visit Funky's Fishing and Candy's Dance Studio in each region for a little fun with your Kong friends. Both bonus games can be one-player or two-player. For more bonus game info, check out page 111.

Hero Mode

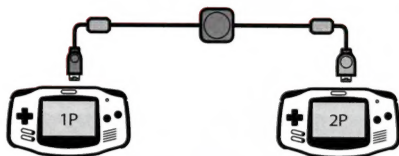
After you beat King K. Rool, Hero mode will appear on the main menu if you've completed 90% or more of the game. Hero mode is the ultimate challenge for DKC masters—you'll play as Diddy Kong and there are no Buddy Barrels or Continue Barrels in the levels. It takes a whole new kind of strategy!



Diddy can't defeat all of the enemies that Donkey Kong can. In Hero mode, you must use barrels to defeat your enemies, or avoid them altogether.

Link Up for Multiplayer Action

Two new bonus games are exclusive to the Game Boy Advance version of Donkey Kong Country. Both bonus games are one- or two-player. To play Funky's Fishing or Candy's Dance Studio with a friend, link up with a Game Link cable, two GBAs and two copies of DKC. Access the two-player bonus games from the Extras option on the main menu. Compete with your friend for the top score in both games. May the better dancer and fisher win!



Game Link Requirements

- 2 Game Boy Advance or Game Boy Advance SP systems
- 1 Game Boy Advance Game Link cable
- 2 Donkey Kong Country Game Paks

MONKEYING AROUND

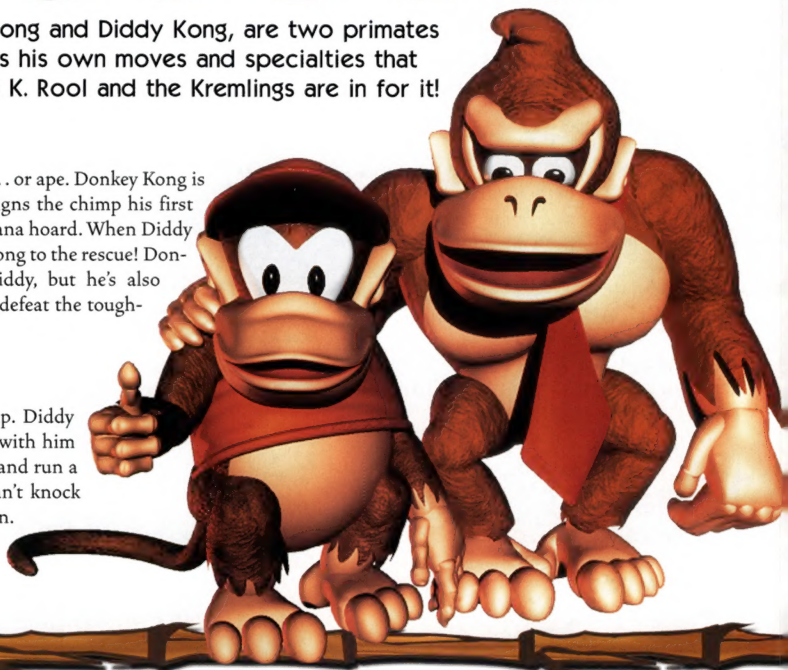
Kong Island's heroes, Donkey Kong and Diddy Kong, are two primates with a purpose! Each simian has his own moves and specialties that make the pair unbeatable. King K. Rool and the Kremlings are in for it!

Donkey Kong

Donkey Kong is Kong Island's main man... or ape. Donkey Kong is teaching Diddy how to be a hero and assigns the chimp his first test—guarding Donkey Kong's prized banana hoard. When Diddy and the bananas go missing, it's Donkey Kong to the rescue! Donkey Kong is bigger and slower than Diddy, but he's also stronger—he can toss barrels farther and defeat the toughest enemies.

Diddy Kong

Diddy is Donkey Kong's right-hand chimp. Diddy looks up to Donkey Kong and tags along with him wherever he goes. Diddy can jump higher and run a little faster than Donkey Kong, but he can't knock out larger enemies like Donkey Kong can. Diddy also can't toss barrels as far as his ape mentor can.



Basic Moves

Donkey Kong and Diddy have all the moves you'll need to make it through the varied terrain of Kong Island. Some of the pair's moves are exactly the same, but others differ significantly. By venturing across the treetops, over land and through the water, Donkey and Diddy will get their bananas back from King K. Rool and the Kremlings!

Jump



There isn't a creature alive that can remain standing when Donkey Kong bounces on its head. Donkey Kong can't jump as far as Diddy, but his jumps result in stronger attacks.



Diddy can jump higher and farther than Donkey Kong. Use Diddy to cross large gaps and make tricky jumps, but let Donkey Kong handle the larger enemies.

Run



Running past obstacles and enemies is sometimes the only way to make it through a level safely. To run, hold B or R and press the Control Pad in the direction you want to run. Look ahead when you're running, or you could find yourself running off a cliff!

Duck



Some enemies you'll encounter, such as Mini-Neckys, will toss objects at you. To avoid being hit by enemies and thrown items, press Down on the Control Pad to duck. When you let go of the Control Pad, Donkey and Diddy will stand back up.

Grab and Throw Barrels



When Donkey Kong picks up a barrel (press B), he holds it above his head. To make Donkey Kong throw a barrel, let go of the B Button. He can throw barrels farther than Diddy can.



Diddy picks up barrels the same way that Donkey Kong does, but he holds them out in front of him. For Diddy to throw a barrel any distance, he must jump and throw it in midair.

Barrel Roll & Cartwheel Attack



Perform Donkey Kong's barrel roll by pressing the B Button and Right or Left on the Control Pad.



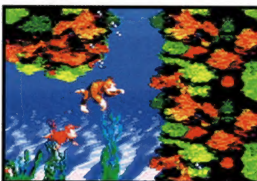
Execute Diddy's cartwheel attack by pressing the B Button and Right or Left on the Control Pad.

Reveal Hidden Items



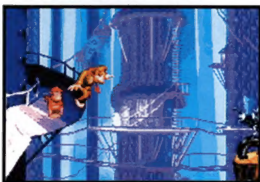
There are hidden items buried all over Kong Island. Keep your eyes peeled for the hidden item icons on the maps. Jump or fall from a height to break through the soil and reveal a hidden item.

Swim



Donkey and Diddy must venture into watery areas during their quest. To swim, tap the A Button. You can dive by pressing Down on the Control Pad. Diddy swims a little faster than Donkey Kong does.

Teeter



When you walk too close to the edge of a cliff or platform, you'll teeter on the edge. Teetering is an indication that if you continue in the direction you're going, your ape friends will fall. When you see Donkey or Diddy teetering on the edge, take a step back and proceed with caution.

Climb and Swing on Vines



Jump at a swinging vine or rope to latch on to it. As the vine swings to and fro, press the Control Pad in the direction you want to jump and press A to jump off the vine.

Not all vines and ropes swing. Jump onto a vine or rope to grab on to it, then use the Control Pad to move along the vine. Some ropes are also one-way—see page 66 for details.

Advanced Moves

Donkey and Diddy are smarter than your average primate. In addition to their basic moves, the pair can perform some advanced feats. Maneuvers like Donkey Kong's hand slap and the rolling jump are the keys to discovering some of Kong Island's best hidden secrets. If you master the advanced moves, nothing will stand in your way!

Ride the Steel Keg



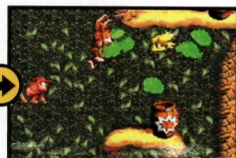
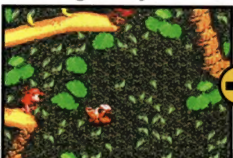
When you find a Steel Keg, toss it at your enemies and follow behind it, or have some real fun and hitch a ride on it. To ride on a Steel Keg, throw it against a wall then hop on when it rolls the other direction!

Hand Slap



Donkey Kong can shake the ground with his powerful hand slap to shock nearby foes. To perform a hand slap, hold Down on the Control Pad and press the B Button. Donkey Kong can defeat enemies with the hand slap and sometimes unearth items.

Rolling Jump



Sometimes the only way to reach goodies and barrels is to perform a rolling jump. Press B, then quickly press A and a direction on the Control Pad while in midair.

THE KONG FAMILY

Donkey and Diddy have a great group of friends and family who support them throughout their perilous quest. Funky Kong and Candy Kong offer a little fun along the way, while Cranky Kong shares his wisdom and Squawks lights the way.

Visit Your Friends & Family

The Two Kongs are not completely alone in their quest to retrieve the stolen bananas. Candy Kong, Cranky Kong and Funky Kong appear in each region. You'll need to get through a few levels to clear the path to Candy's Dance Studio, Cranky Kong's Cabin and Funky's Fishing. Funky Kong also runs an odd flight service that will help you travel on Kong Island. Visit your Kong kin and friends in each level.



Cranky Kong

Cranky Kong is the eldest of the Kong family and without question the grouchiest. Cranky's Cabin will appear in each region after you've unlocked a few levels. Visit Cranky for clues about the game, hints on where to find hidden cameras and, of course, some of Cranky's usual grumpy rants.



Complaints Hold Clues



Cranky Kong usually spouts off nothing but disgruntled remarks, but once in a while he'll surprise you with a bit of wisdom. Talk to Cranky Kong in each region—sometimes he'll give you a hint about a specific level or offer a general tip that will help you through your quest.

Cranky's Camera Hints



Although sometimes vague and nonsensical, Cranky can offer useful tips regarding hidden cameras. Visit Cranky in each region and listen to his ramblings. Cranky will offer hidden-camera clues if you've visited every bonus area. If you want to collect every last snapshot for your Scrapbook, stop by and talk to Cranky Kong.

Funky Kong

Funky Kong is the Kong family beach bum. The ape surfer runs Funky's Flights (a Kong Island flight service) and Funky's Fishing. After you meet Funky Kong for the first time, you'll be able to use Funky's Flights to visit completed areas. You can try out Funky's fishing challenges to win prizes at any Funky's Fishing location.



Flying High with Funky



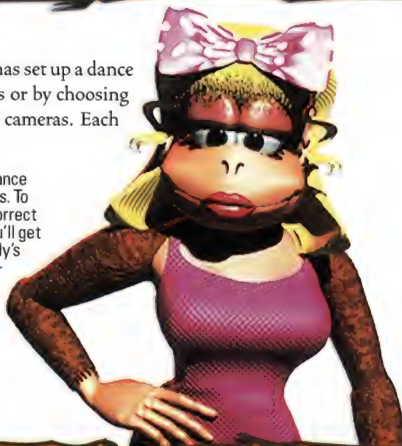
You can call on Funky Kong from the world map or a region map. Press Start to open the World Map menu and select Funky Kong to board his airplane-barrel. Funky's airplane will take you to anywhere you've already been. Use the Control Pad to move the airplane from level to level or from region to region. See page 111 for more Funky's Fishing bonus game details.

Candy Kong

Candy Kong likes to dance almost as much as she likes a certain heroic ape. Candy has set up a dance studio in each region. You can access her dancing challenges at any of the studios or by choosing Extra from the main menu. Dance with Candy to win prizes like bananas and cameras. Each region's dance challenges are tougher than the last region's.



Visit one of Candy's Dance Studios and dance with Candy and Donkey or Diddy for prizes. To dance, press the correct button at the correct time. If you perform a move perfectly, you'll get a head start on the next move. Both Candy's Dance Studio and Funky's Fishing are one- or two-player minigames. See page 111 for more Candy's Dance Studio bonus game details.



Squawks

Squawks is the Kongs' faithful parrot pal. He carries a bright light in his talons and follows closely behind Donkey and Diddy to light their way through dark caves. Squawks makes one brief appearance in Torchlight Trouble.



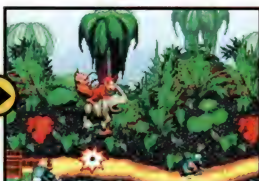
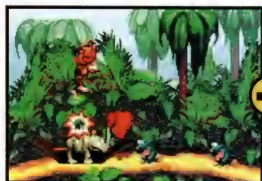
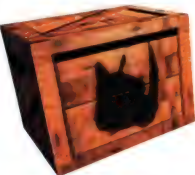
Use Squawks and his powerful light to see the dangers and treasures that lie ahead in the dark caverns. Squawks will always shine his light in the direction that the lead hero is facing.

ANIMAL ALLIES & TOKENS

Kong Island's jungles are full of wild animals—some of which are friendly. Donkey and Diddy can call upon their animal allies to aid them throughout their journey. The animal buddies also have their own bonus levels where you can rack up extra lives.

Animal Allies

You'll find your animal friends in Animal Crates—jump on a crate to free the animal inside. Animal Crates have pictures on them that indicate which animal pal they contain. Each animal ally has special attributes that will help you to get through tough spots in a level or enable you to reach a treasure that you couldn't otherwise.



Press the L Button to dismount an animal friend—he'll wait patiently where you dismounted. Jump onto the animal pal to ride him again. Control your animal friend the same way you would control Donkey and Diddy.

Animal Tokens

Collect three identical Animal Tokens fashioned in the likenesses of your animal allies to enter animal bonus areas. Animal Tokens are hidden in most levels—usually in hard-to-reach spots or in bonus areas. Rack up extra lives in the animal bonus area before time runs out. Each animal's bonus area reflects the animal's unique abilities.



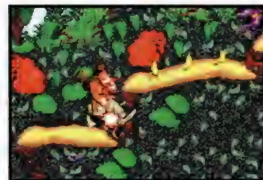
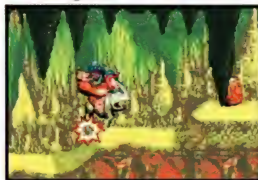
Collect three of the same Animal Token to warp to the animal's bonus area. Collect as many mini Animal Tokens as you can—for every 100 you collect you'll get an extra life when time runs out. If you collect enough tokens, you could even get a camera! See the camera appendix on page 112 for details.



Rambi the Rhino

Rambi's brawn enables him to stampe over most enemies and smash through almost anything in his way, including some walls. Although Rambi's girth makes him a little tough to control, his strength makes up for it. If Rambi takes a hit, he'll buck you off and run away—since he's a slow runner, it's possible to catch him. Press A to make Rambi jump and hold down B or R to make him charge.

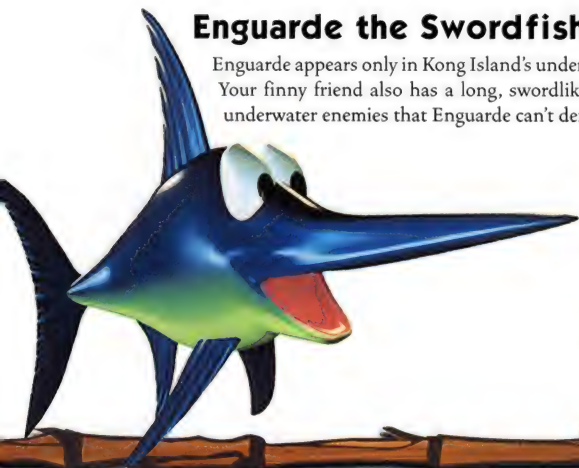
Riding Rambi



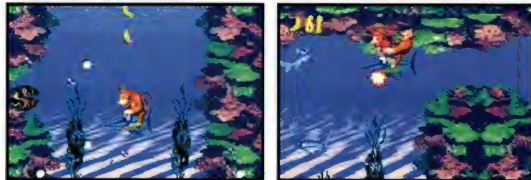
Rambi isn't the fastest animal pal, but his raw strength makes up for his lack of speed and agility. Stomp and charge enemies and smash through walls to enter bonus areas while riding Rambi.

Enguarde the Swordfish

Enguarde appears only in Kong Island's underwater levels. Hop on his back and ride through the water with speed. Your finny friend also has a long, swordlike beak that he can use to fend off approaching enemies. The only underwater enemies that Enguarde can't defeat are Clambos and Croctopi.



Swimming with Enguarde

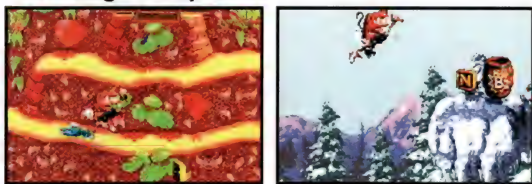


Apes aren't the best swimmers, but with Enguarde's help you'll feel right at home among the fish. Press A to charge at enemies with Enguarde's sharp beak or press B and Down on the Control Pad to dive.

Expresso the Ostrich

As his name suggests, Expresso is very fast on his feet. Hop on Expresso's back and sprint over land at lightning speed. Expresso can also fly short distances, which enables you to bypass enemies and obstacles and enter some high-up bonus areas. Expresso has no attacks, so remember to dismount if a large enemy stands in your way.

Traveling on Expresso



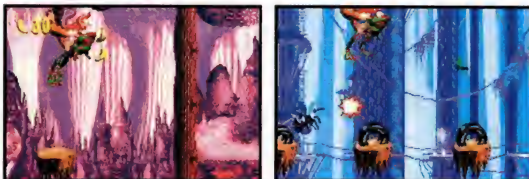
Expresso's long legs allow him to run right over smaller enemies, such as Klap Traps, without being harmed. To fly while riding Expresso, press A to jump, then tap A and hold down the Control Pad in the direction you want to fly.



Winky the Frog

Winky is the best jumper on Kong Island. Donkey and Diddy can jump much farther and higher while riding Winky than they can on their own. Winky is the only creature able to defeat the spiny Zingers—one hop with his powerful legs does in the pesky bees (and most other foes).

Winky's Leaps and Bounds



There are some jumps that Donkey and Diddy have an exceptionally hard time making—and some are downright impossible. With Winky, jumping over large chasms and knocking out Zingers is a breeze.



Rambi's Bonus Area

Rambi's bonus area is located on a snowy mountaintop. Run along the slopes at the bottom of the bonus area and hop onto the icy platforms to collect mini Rambi Tokens.

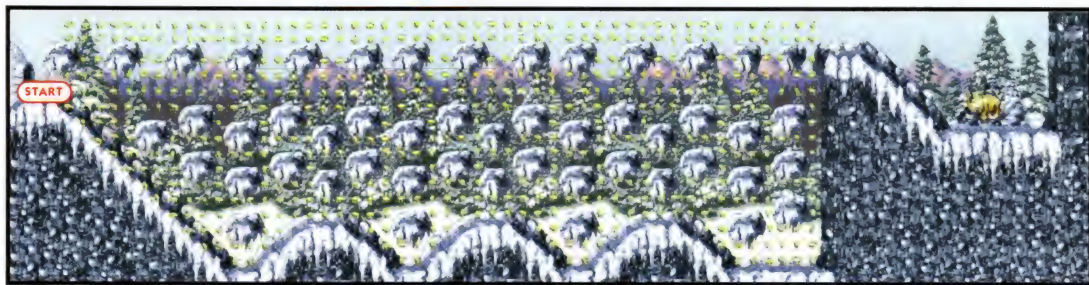
In each animal's bonus area there is a big Animal Token that will double the amount of mini Animal Tokens you collect.



Big Rambi Token



Jump left onto the lip above the entrance igloo, then jump right onto the platform. Hop along the upper level of platforms—watch your footing; the snow makes it slippery. Jump all the way to the right to find the big Rambi Token.

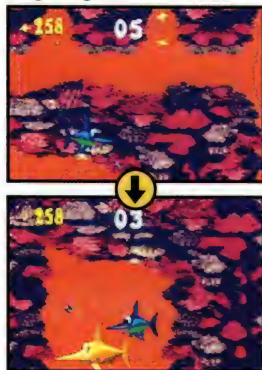


Enguarde's Bonus Area

Enguarde's bonus area is a watery maze of mini Enguarde Tokens and colorful kelp. Swim around the obstacles and collect as many mini Enguarde Tokens as you can before time runs out. Don't forget to grab the big Enguarde Token to double your findings.



Big Enguarde Token



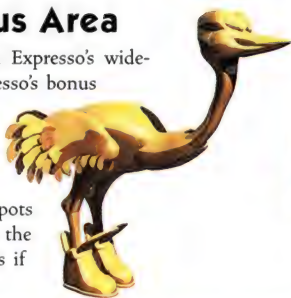
The big Enguarde Token is close to the bonus area's beginning, and it's very easy to get. Swim directly down from where you begin the bonus area and drop through an invisible wall. There are three other hidden spots in Enguarde's bonus area that you also enter by swimming through fake walls.



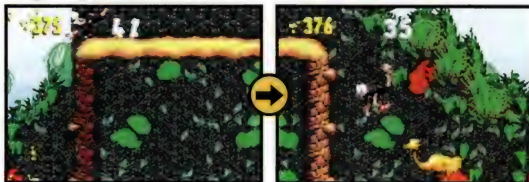
Expresso's Bonus Area

Fly, jump and sprint through Expresso's wide-open jungle bonus area. Expresso's bonus area is the easiest level in which to collect mini Animal Tokens, but his big Animal Token is the hardest to reach.

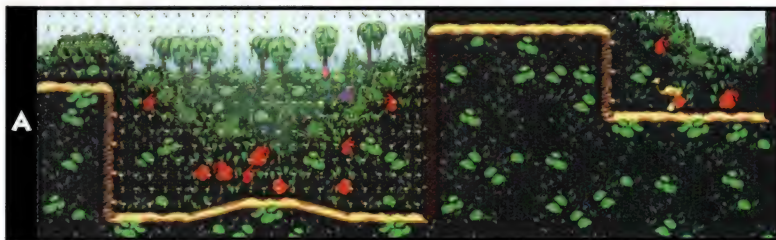
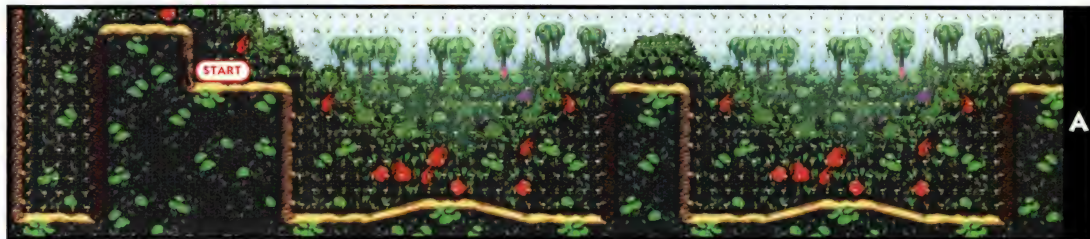
Fly from the bonus area's high spots to rake in the mini tokens. Use the steps on the sides of the walls if you drop to the ground.



Big Expresso Token



The big Expresso Token can be the trickiest big Animal Token to reach. Go to the far right of the bonus area and jump to the topmost step. Hop up and right to land on the platform above, then run right and down to get the token.



Winky's Bonus Area

Winky's cavernous bonus area is made for jumping, and lots of it! Mini Winky Tokens populate every corner of the cavern, from the ceiling to the floor. Hop from platform to platform and into every nook to grab as many mini Winky Tokens as you can before your 99 seconds are up.



Big Winky Token



To reach the big Winky Token, hop to the topmost level of platforms on the bonus area's left side. Jump left from the upper-left platform, then go down the steps to find the big Winky Token in a little cubby.



K. ROOL'S KOHORTS

In his attempts to thwart Donkey and Diddy's attempts at reclaiming their bananas, King K. Rool deploys his army of baddies to every corner of Kong Island. Each enemy's attacks and defenses are unique, but none are too tough for the DK pair!

Krazy Krocs

The largest enemies you'll encounter are the Krocs that work for King K. Rool. The Krocs come in many shapes and sizes, but they all have one thing in common—their number-one directive is to stop the Kongs. Some of the tough-skinned reptiles can be a bit much for Diddy, so be on your guard.

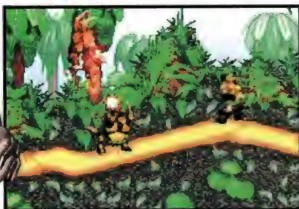
Kritter



Kritters are the weakest of King K. Rool's Krocs—one jump on the head from Donkey or Diddy will do them in. Kritters come in a few different colors which relate to how the Kritters move and jump. Green Kritters, for example, walk in a straight line and don't jump, but blue Kritters hop along the ground in a straight line. Krashes are Kritters that hide out in mine carts and try to run Donkey and Diddy off the tracks in mines.



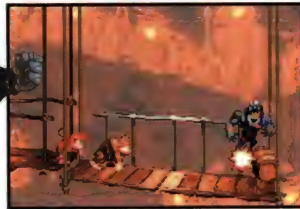
Klump



Klumps are the slowest Krocs, but also some of the toughest. Donkey Kong can take out the overweight Klumps with one jump. Diddy, however, has to roll into the Klumps to take them out.



Krusha



Krushas, with their bulging biceps and pecs, are the brawn of King K. Rool's army. Donkey Kong can take out the blue Krushas with one jump, but the beefy Krocs are a bit too much for Diddy to tangle with. Avoid the silver Krushas by jumping over them, or destroy them with barrels—they're the toughest of all the Krocs.

Rock Kroc



Rock Krocs are rare subterranean Krocs that have glowing red eyes and rocklike skin. They appear in only a few corners of Kong Island. Rock Krocs run around in a crazed rampage when the cave is lit green. Activate Stop & Go Barrels in levels that the stony beasts populate to change the level's lighting to red—the Rock Krocs will become temporarily immobilized.



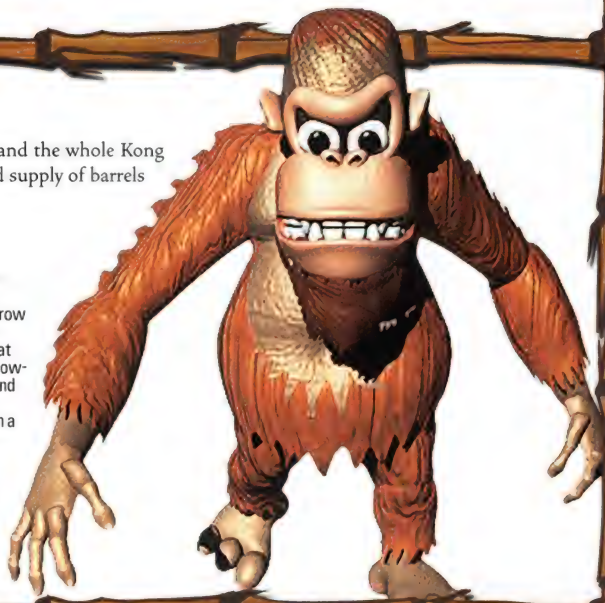
Agitated Ape

No one really knows why Manky Kong dislikes Donkey, Diddy and the whole Kong Krew so much, but he's one mean orangutan. With his unlimited supply of barrels and bad attitude, Manky Kong is a pesky foe.

Manky Kong



Manky Kong appears in many of Kong Island's areas, but he only knows how to do one thing—throw barrels. Chances are, you'll see barrels come rolling down a hill at you before you'll see Manky throwing them. Hop over the barrels and jump on Manky Kong's head to defeat him. You can also give him a taste of his own medicine by tossing a barrel his way.



Air Support

King K. Rool has sent out some flying foes to meddle in your plans. Mini-Neckys, Neckys and Zingers make traveling on higher ground perilous. Donkey and Diddy can defeat the feathered fiends with one jump, but Zingers are a no-touch bunch.

Necky



Neckys are weak, but they can be tricky. Some Neckys soar through levels, while others fly in place. Perched Neckys sit above platforms and toss stones at Donkey and Diddy when they approach. Use Neckys to your advantage—jump on them to reach higher spots.

Mini-Necky



Mini-Neckys are just as weak as their larger cousins, but they're more of a nuisance. All Mini-Neckys toss stones horizontally at oncoming foes. They'll toss them either in a single straight line or at three different heights, making them a headache to get by.



Zinger

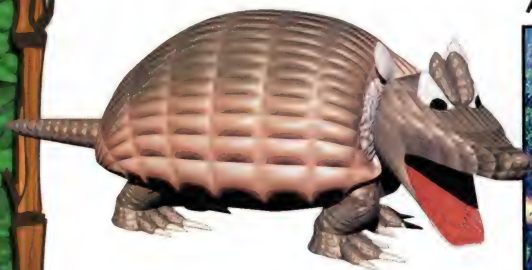


All Zingers have one thing in common—neither Donkey nor Diddy can harm them without help. Toss barrels or use Winky to defeat the menacing bees. Similar to Kritters, Zingers come in different colors that indicate their flight pattern. Zingers often hover where you need to jump, so look before you leap!



Ground Patrol

Aggressive critters scamper, slither and roll through the brush in each level, making every step a dangerous one. Donkey and Diddy can defeat every ground-dwelling foe with ease, but most of them are quick and full of tricks. Be on your toes as you proceed through each area or you'll be caught off guard.

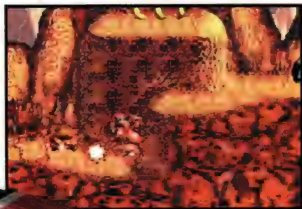


Army



Armies are tough little armadillos with an obsession for rolling. When Donkey and Diddy approach an Army, the critter will curl up in a ball and roll at the pair, trying to knock them off their feet. Jump out of the way when an Army comes at you, then stomp on your foe to defeat it, or lure it to a ledge. It will roll its way out of your fur. Diddy has to jump on walking Armies twice to take them out—he'll bounce off their hard armor if they're curled up.

Slippa



Slippas rarely appear alone, and they move fast. Jump on the shady snakes once to defeat them. Slippas sometimes come flying out of black drums—they will hurt you in midair, so look out. When a Slippa is approaching you from a higher ledge, let it slither down then defeat it.



Klap Trap



Klap Traps are snappy lizards that scurry along the ground, biting at anything in their way. The chompers move fast, so jump as they approach you to land on their backs instead of in their jaws. Blue Klap Traps run along the ground and are easy to predict, but red Klap Traps jump when someone draws near—they take a more strategic approach.



Gnawty



Gnawtys are likely the weakest enemies you'll encounter. One jump on their head from Donkey or Diddy will flatten them for good. Gnawtys often travel in packs or drop from platforms overhead. Stomp, slap and roll over the bad beavers to your little ape heart's delight.

Aquatic Army

King K. Rool's reach spans to the farthest reaches of Kong Island—danger lurks beneath the seemingly calm waters, too. Finny foes infest the waters, making it nearly impossible for an ape to take a leisurely swim. Paddle and stroke your way through mazes of kelp, coral and a plethora of menacing marine life. Dive in, but beware—hostile waters lie ahead.

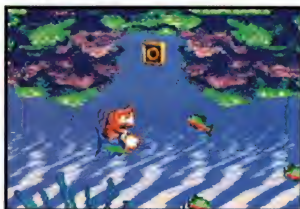
Croctopus



Croctopi are the most aggressive beasts you'll encounter in Kong Island's lakes and rivers. With a flurry of tentacles, Croctopi will chase you through the water at an amazing speed. You can't harm Croctopi in any way—when you're being pursued by one your only hope is to swim away as fast as your furry arms will carry you.



Bitesize

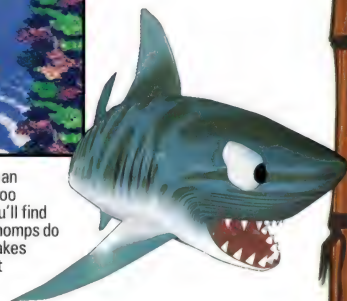


The brightly colored fish that inhabit all of Kong Island's waters aren't as innocent as they look. If you get too close to the fish, they'll take a bite out of you. Defeat the green-and-red fish with Enguarde's beak.

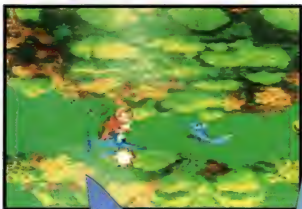
Chomps



Chomps is a sinister shark with an insatiable appetite—don't get too close to the shark's jaws, or you'll find out why his name is Chomps. Chomps do their hunting in packs, which makes swimming around them without getting nipped at tough. Enguarde can defeat Chomps with his beak.



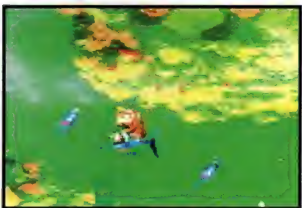
Chomps, Jr.



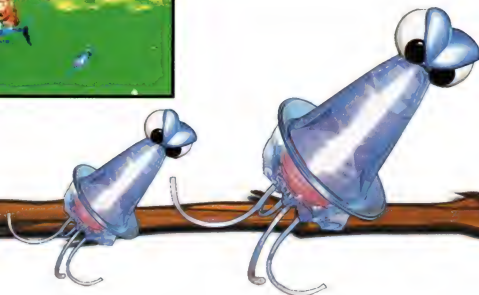
Chomps, Jr. has the same punchy attitude as Chomps, but he swims a little faster. Chomps, Jr. usually patrols alone, swimming in quick, erratic spurts. Swim around Chomps, Jr. or defeat the dog-fish bully with one poke from Enguarde's bill.



Squidge



Squidges are a strange combination of a squid and a jellyfish, which makes them twice the trouble. Squidges propel them-



Clambo



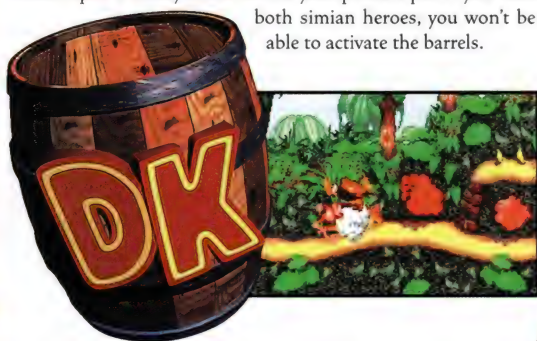
Clambos are sedentary shellfish that hide among the seaweed, waiting for an unsuspecting victim to swim near. All Clambos have an endless supply of pearls that they shoot out in different directions. Clambos spit from two to five pearls at their enemies in regular intervals—swim by carefully!

BARRELS OF FUN

One thing comes to mind (besides bananas, of course) when Donkey and Diddy enter the scene—barrels, and lots of them! Barrels enable the loveable Kongs to pull off some pretty extraordinary feats. If you learn to identify and use each barrel type to its fullest potential, you'll have your banana hoard back in no time.

Buddy Barrel

Buddy Barrels contain whichever Kong you're not controlling. Smash open a Buddy Barrel to free your primate pal. If you have both simian heroes, you won't be able to activate the barrels.



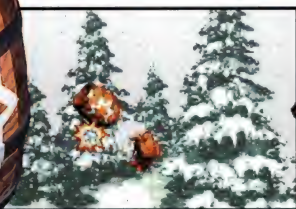
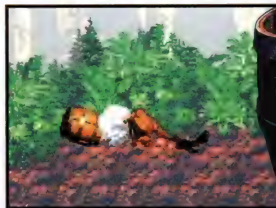
Wooden Barrel

Wooden barrels are the Kongs' main source of ammo. Pick up a wooden barrel and toss it at enemies to destroy them—all enemies are vulnerable to barrels. You can also use wooden barrels to open bonus areas.



Barrel Cannon

There are two types of Barrel Cannon, but they serve the same function. Hop into a Barrel Cannon to be shot out at amazing speed. Unmarked Barrel Cannons will spin around in a full circle or semicircle until you press the A Button to trigger the blast. Marked Barrel Cannons will immediately shoot Donkey Kong and Diddy in one direction as soon as they land in them. Plan ahead when leaping into a marked Barrel Cannon to prevent it from shooting you into thin air.



Continue Barrel

Continue Barrels are covered in white stars. There is only one of the special barrels in each level. When you activate a Continue Barrel, you'll be able to restart the level from where the Continue Barrel was should you fail.



TNT Barrel

TNT Barrels are packed with explosive powder, so handle them with care! Pick up TNT Barrels and toss them at enemies to cause big explosions. You can also use TNT Barrels to destroy some obstacles and weak walls.



Steel Keg

Steel Kegs are a rare commodity on Kong Island, so when you find one be sure to put it to good use. Donkey and Diddy can ride on Steel Kegs to squash any enemies below. You can also throw the kegs at enemies to destroy them.



Vine Barrel

Vine Barrels are similar to Wooden Barrels, but they aren't quite as sturdy. One hit to a Vine Barrel will destroy it. Throw them at enemies to defeat them, or smash open bonus areas with them.



Bonus Barrel

Bonus Barrels lead to secret bonus areas where you can win Animal Tokens, extra lives and more. Some Bonus Barrels are hidden or difficult to reach, so keep an eye out for them. Not all bonus areas are accessed through Bonus Barrels.



Warp Barrel

Warp Barrels are the most elusive type of barrel on Kong Island, but they are extremely useful. When you hop into a Warp Barrel you'll be transported to the end of the level you're in. Warp Barrels are often invisible.



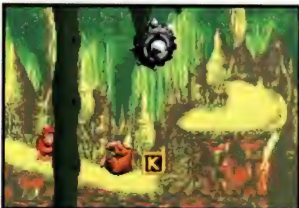
KONG KOLLECTIBLES

As you explore every inch of Kong Island, you'll find many treasures to collect. You could speed through each level without grabbing any of the goodies, but you'd miss out on a gaggle of extra lives and memorable snapshots of your encounters.



K-O-N-G Letters

The letters *K*, *O*, *N* and *G* are hidden in every level. Each letter will appear at least once. If you collect the letters to spell K-O-N-G, you'll win an extra life. Collect the letters *K*, *O*, *N* and *G* in every level to get a 101% completion rating at the end of the game.



Banana Bunches

What's better than a banana? A whole banana bunch! For each 100 bananas you collect, you'll be awarded an extra life. Banana bunches are worth 10 bananas, so grab them whenever you can. Banana bunches are usually tougher to obtain than single bananas.



Balloons

Special balloons designed in Donkey Kong's likeness are rare on Kong Island. You usually have to win in a bonus area or complete a tricky task to find a balloon, but the reward is worth it. Red balloons are worth one life, green balloons are worth two lives and blue balloons are worth three lives.



Hidden Cameras

Collect hidden cameras throughout the levels and bonus games. Each time you find a new camera, a snapshot will appear in your Scrapbook. See page 112 for complete camera information.



Animal Tokens

Animal Tokens fashioned after your animal pals are hidden in each level. Collect three of a kind to open bonus areas themed after each of your animal friends.



KONGO JUNGLE

1 JUNGLE HIJINXS
page 22

2 ROPEY RAMPAGE
page 24

3 CRANKY'S CABIN

4 REPTILE RUMBLE
page 26

5 CORAL CAPERS
page 28

6 FUNKY'S FISHING
Hidden Cameras

7 BARREL CANNON CANYON
page 30

8 CANDY'S DANCE STUDIO
Hidden Cameras

9 VERY GNAWTY'S LAIR
page 32



JUNGLE HIJINXS



Your adventure begins just outside of Donkey Kong's treehouse. The Kremling Kommander's baddies are already swarming the area, but you can make quick work of them with a little help from Rambi the Rhino.

Bonus Areas

2

Animal Tokens

2

Hidden Warps

1

Balloons

5

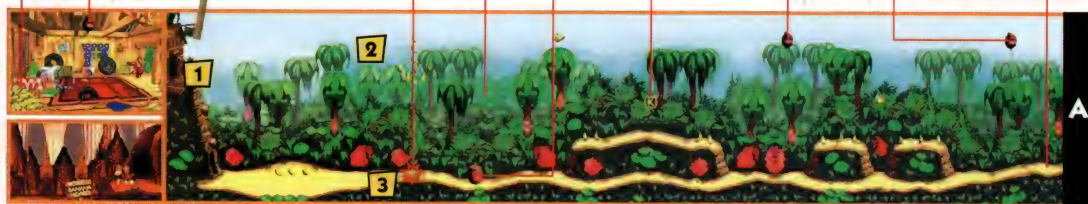
Hidden Cameras

3

HIDDEN CAMERA

ENTER

HIDDEN CAMERA A
Hit a Klump with Donkey Kong's hand slap.



1 DK's Treehouse



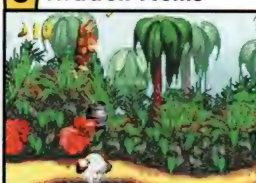
Before moving forward, jump back up to Donkey Kong's treehouse. Inside you'll find a 1-Up Balloon (hop on the tire to reach it) and a camera hidden behind the pile of bananas in the corner.

2 Cartwheel Jumps

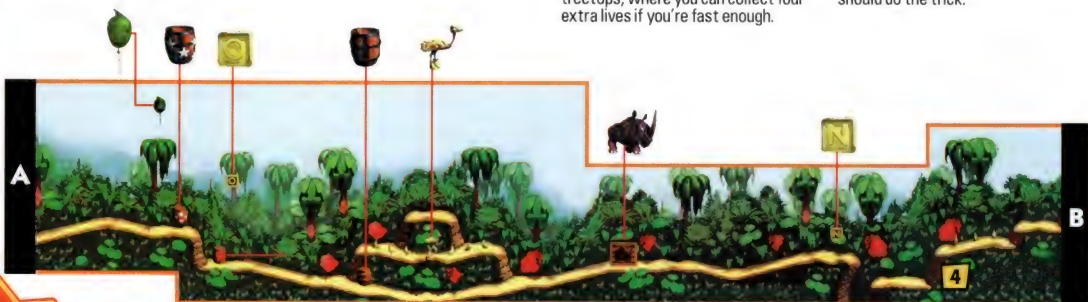


You can get more distance on your jumps by doing a cartwheel with Diddy and pressing the A Button in midair. Use the technique to jump across the treetops, where you can collect four extra lives if you're fast enough.

3 Hidden Items



To expose items hidden underground (such as the Steel Keg pictured above), you must land on them from a great height. Falling from a treetop should do the trick.



BONUS AREA



HIDDEN CAMERA

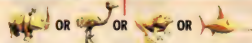
4 Take a Ride on the Rhino



After you've broken Rambi out of his crate, charge him into the wall marked 4 on the map to enter the game's first bonus area. Run through the area to collect the bananas and the hidden camera, then jump at the end to grab the T-Up Balloon.



BONUS AREA



OR OR OR OR

5 Golden Goodies



When you break out of the first bonus area, charge into the wall directly below to enter the second bonus area. Stop all three barrels on the same Animal Token to win the token. Each barrel moves faster than the previous one, so you'll have to anticipate the tokens' appearance. (The animals appear in the same order on all three barrels.)

ROPEY RAMPAGE



In Ropey Rampage you'll have to swing from ropes to get across a number of wide chasms. If you fall into one of the chasms you'll lose a life and have to start over from the beginning (or the Continue Barrel if you've reached it).

Bonus Areas

2

Animal Tokens

2

Hidden Warps

1

Balloons

1

Hidden Cameras

2

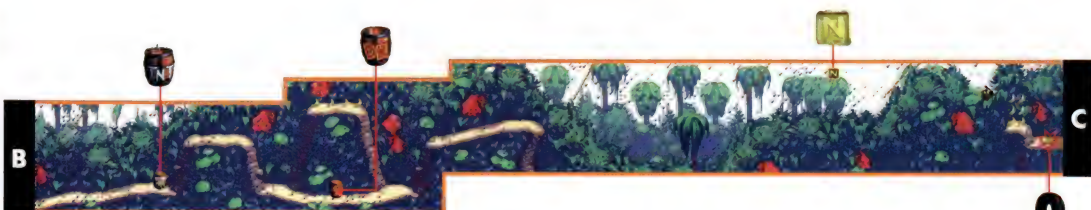
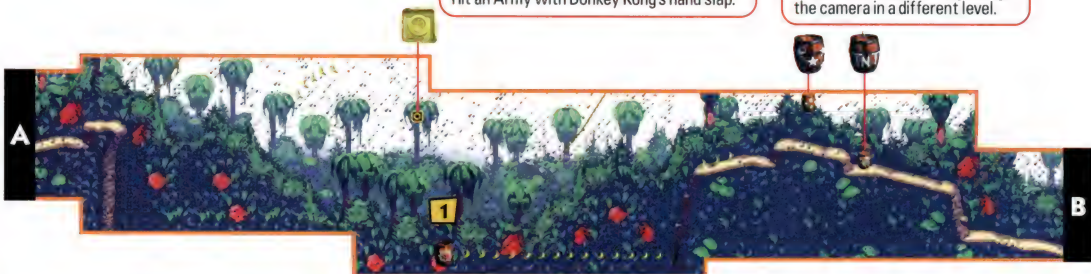


HIDDEN CAMERA

Hit an Army with Donkey Kong's hand slap.

HIDDEN CAMERA

Bounce on three Kritters without touching the ground. If the rope's in your way, you can try getting the camera in a different level.



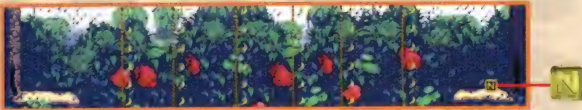


To get the Winky Token, you must unearth the hidden tire to the left by going through the first bonus area or by leaping from the nearby rope. Push the tire right and use it to reach the treetop to the left of the token, then jump down to reveal the token.



To get over these Zingers, hold the B Button while jumping to give yourself a little extra boost.

BONUS AREA



1 Leap of Faith



If you drop from the treetop where you found the letter *O*, you'll land in a Barrel Cannon that launches you into the stage's first bonus area. Hop from rope to rope, collecting the bananas as you go, and grab the letter *N* before exiting.



BONUS AREA



2 Find the 1-Up Balloon



To reach the second bonus area, drop into the Bonus Barrel from either of the adjacent ledges. Once you've been transported to the area, you'll see a 1-Up Balloon flashing across four barrels. When it stops, hit the last barrel that the balloon appeared in front of to win the extra life.

Bonus Areas

3

Animal Tokens

1

Hidden Warps

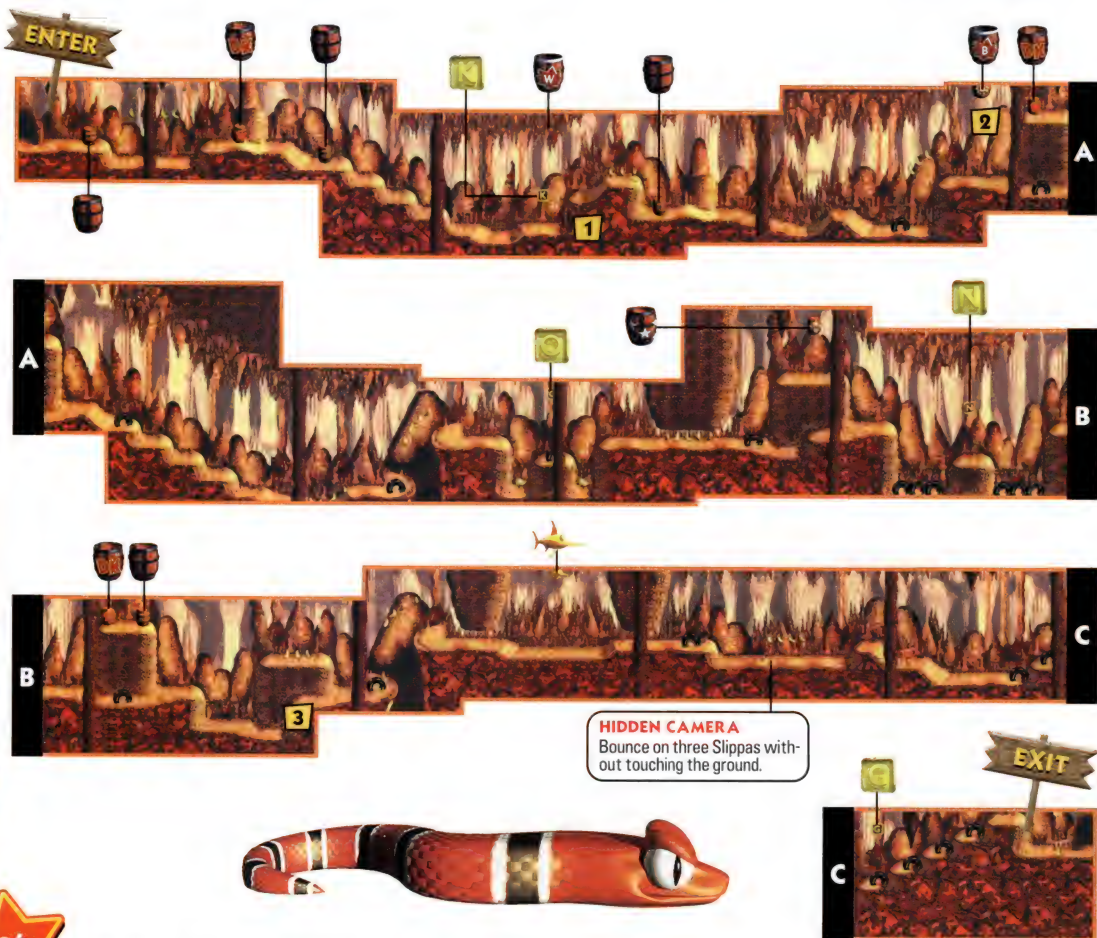
1

Balloons

1

Hidden Cameras

1



BONUS AREA



1 Behind Door #1



To break open the entrance to the first bonus area, pick up the second barrel and throw it down the hill. After it rolls through a pair of Kritters, the barrel will smash through the wall to the right of the letter K. To grab the extra life inside, you must move quickly before the balloon floats away.



BONUS AREA

2 Blast Off

You can access the second bonus area by jumping into the Bonus Barrel. Once there, all you have to do is hop into the first Barrel Cannon—the other barrels will do the rest. You'll collect 36 bananas along the way.



BONUS AREA

3 Because So Much Is Riding on Your Tires



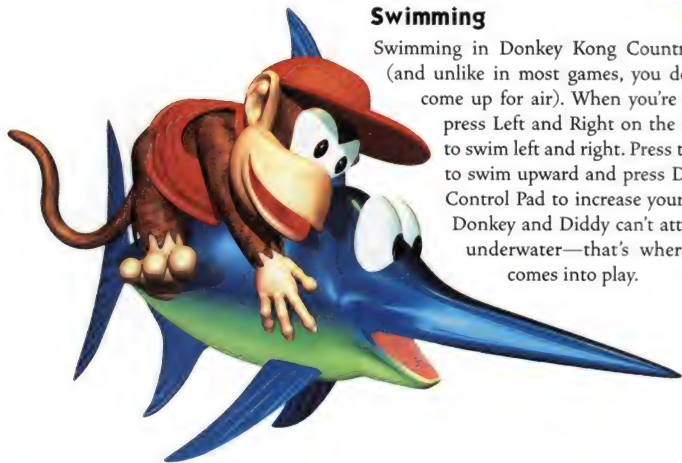
Pick up the barrel next to the third Buddy Barrel and throw it to your right to smash open the entrance to the third bonus area. Inside, use the floating tire platform to nab all of the bananas overhead. If you fall, use the other tire to jump back up.

Bonus Areas 0 **Animal Tokens** 1 **Hidden Warps** 1 **Balloons** 1 **Hidden Cameras** 1

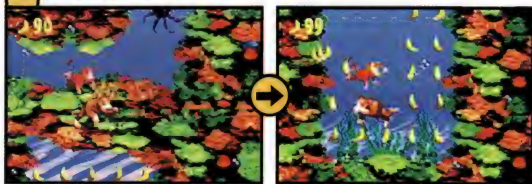


Swimming

Swimming in Donkey Kong Country is simple (and unlike in most games, you don't have to come up for air). When you're underwater, press Left and Right on the Control Pad to swim left and right. Press the A Button to swim upward and press Down on the Control Pad to increase your dive speed. Donkey and Diddy can't attack enemies underwater—that's where Enguarde comes into play.



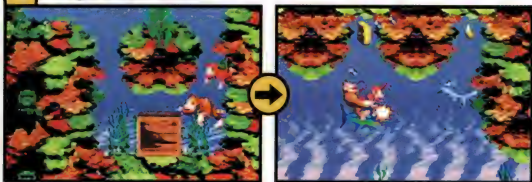
1 Dive! Dive! Dive!



You can swim through certain sections of coral to discover hidden goodies. Underneath the first Croctopus, you'll find 34 bananas and, if you swim to the lower right-hand corner, a Warp Barrel.

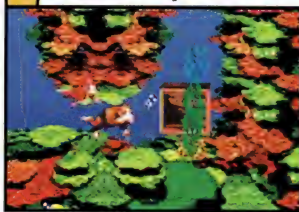


2 Enguarde



As previously mentioned, you can attack underwater baddies only with Enguarde's beak. Swim into the wooden crate to free your aquatic pal, then press the A Button to charge into enemies.

4 Please Help the Swordfish



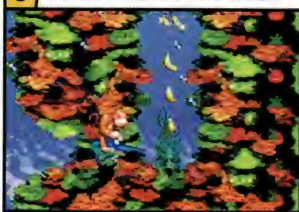
If you happen to lose Enguarde, swim to the crate near the third Croctopus. There are Chomps patrolling up ahead, so that sharp beak will definitely come in handy.

3 Sea Life



As you approach the second Croctopus, you'll see a 1-Up Balloon to your right. Swim up quickly to grab the balloon before it floats away, then dive back down and high-tail it the other way to avoid the Croctopus (Crotopi are impervious to Enguarde's beak).

5 Underwater Ostrich



On your way to the top of the long vertical passage, swim through the coral to the right of the first Chomps to find some bananas and an Expresso Token. If it's your third Expresso Token, you'll immediately be transported to the Expresso bonus area (see page 13).

BARREL CANNON CANYON



The Barrel Cannons marked with an explosion symbol will fire automatically, but the unmarked ones require a press of the A Button to launch. Time your shots carefully to avoid being stung by Zingers or falling into the great abyss.

Bonus Areas

2

Animal Tokens

3

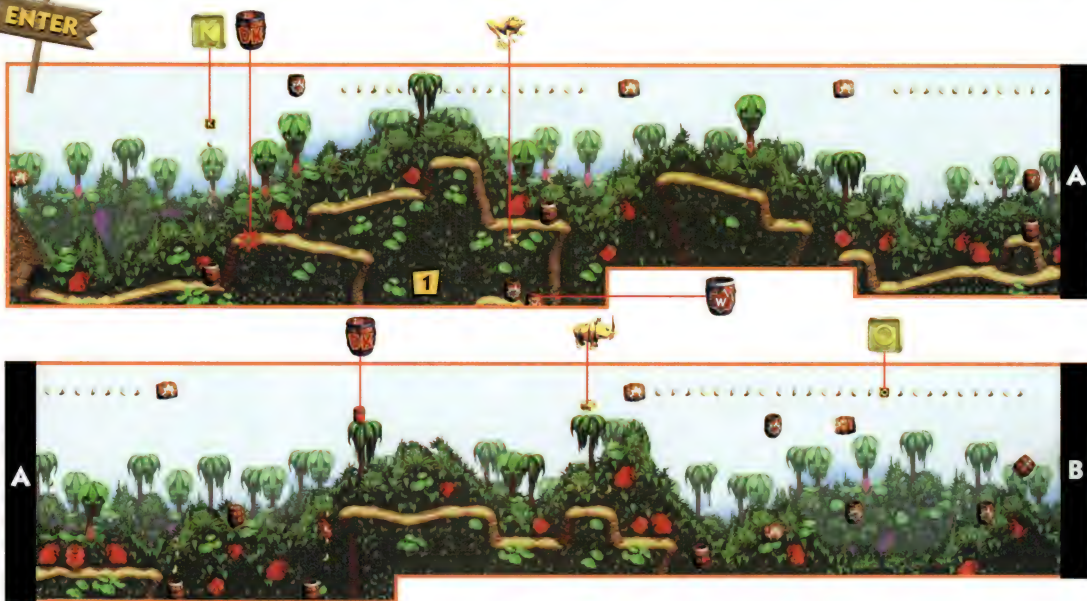
Hidden Warps

1

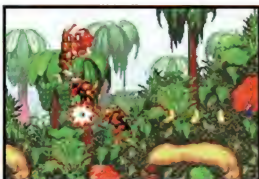
Balloons

2

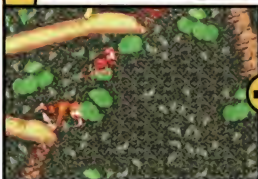
Hidden Cameras 0



Barrel Cannon Shortcuts



1 Hidden Winky Token



You can use the Barrel Cannons above the treetops to get through the level more quickly. The first cannon series begins with the barrel above the entrance. The second series begins with the barrel next to the Rambo Token. To reach it, bounce off the jumping Kritters nearby and onto the treetops.

If you use the Barrel Cannons to blast through the level, you'll miss out on a lot of goodies such as the Winky Token pictured above. To nab the token, do a cartwheel jump across the gap.



BONUS AREA

2 Blast through the Wall



You can reach the canyon's first bonus area by launching from the unmarked Barrel Cannon that comes after the letter *Q*. Press the *A* Button when the Barrel Cannon to your right is out of the way so you can blast through the wall. The 1-Up Balloon inside the bonus area won't float away, so there's no rush to get to it.

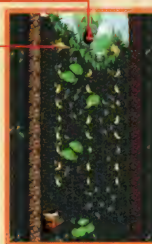


BONUS AREA

3 Try, Try Again



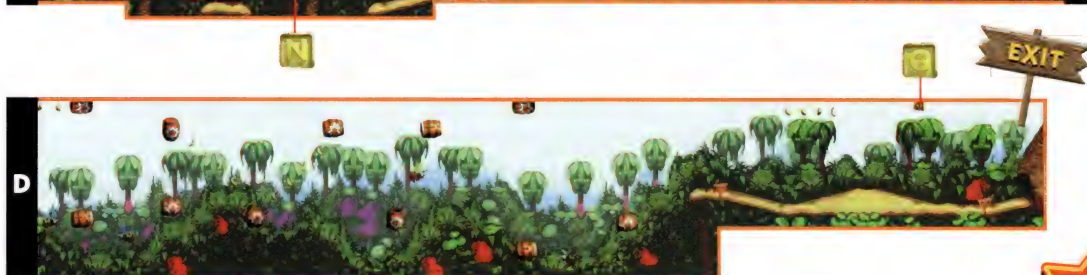
Pick up a barrel and ram into the wall to enter the second bonus area. Launch from the Barrel Cannon to grab some bananas, a 1-Up Balloon and an Enguarde Token. If you miss any of the items, try to land back inside the cannon to take another shot.



4 One More Shortcut



To access the level's final shortcut, launch from the Barrel Cannon between the two jumping Kritters and bounce off the Kritter to the left when it's at the height of its jump to reach the nearby treetop.



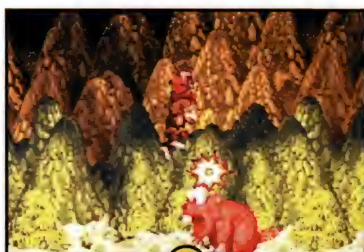
VERY GNAWTY'S LAIR

Look at all of those bananas! King K. Rool has assigned six boss baddies to guard Donkey Kong's hoard. The first boss is a giant beaver named Very Gnawty.



Knock Out Gnawty

Don't worry if Donkey or Diddy enters Very Gnawty's Lair alone—before the battle gets under way, the solitary hero will break open a Buddy Barrel automatically. As Very Gnawty hops toward you, jump on his head. He'll then leap to one end of the room before coming at you again. With each successive hit, Gnawty hops a bit farther and a bit faster, so you'll have to adjust your timing accordingly. After five hits, it'll be lights out for the giant beaver.



*I can't believe it.
You trampled all over
Gnawty.*



MONKEY MINES

- ① WINKY'S WALKWAY
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- ② CRANKY'S CABIN
- ③ MINE CART CARNAGE
page 36
- ④ BOUNCY BONANZA
page 38
- ⑤ STOP & GO STATION
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- ⑥ FUNKY'S FISHING
Hidden Camera
- ⑦ MILLSTONE MAYHEM
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- ⑧ CANDY'S DANCE STUDIO
Hidden Camera
- ⑨ NECKY'S NUTS
page 44



WINKY'S WALKWAY



The rickety scaffolds in Winky's Walkway are crawling with Kritters, Neckys and other pesky vermin. With the help of Winky the Frog, Donkey Kong and Diddy Kong can reach every banana and letter hidden within the mine.

Bonus Areas

1

Animal Tokens

1

Hidden Warps

1

Balloons

0

Hidden Cameras

1

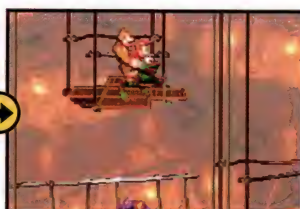


1 Go for the Gold



A Necky patrols the air below the golden letter K. Hold B and the direction you want to jump to leap higher. Time your jump to land on Necky's back—you'll get the extra boost you need to reach the letter.

2 Free Winky



The treacherous Kremplings have captured all of Donkey and Diddy's jungle pals. Winky the Frog is boxed up in a crate that two Neckys guard. Jump on top of a Necky to launch yourself onto the platform with the crate on it. Free Winky, then hop on his back. Winky can jump much higher than any Kong and is the only one who can defeat the spiky Zingers.



HIDDEN CAMERA



3 Gnowty Camera Thieves

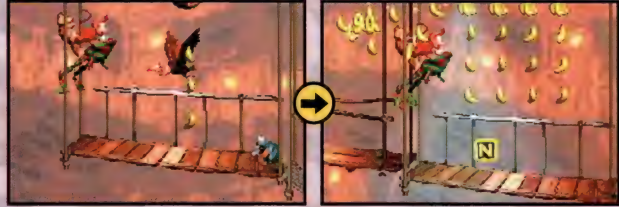
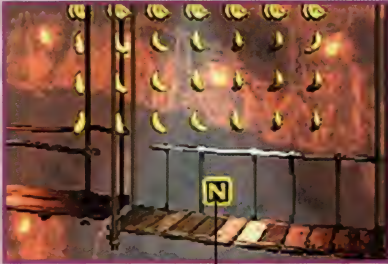


Little Gnowtys spring out of black drums and scurry across the walkways at Donkey and Diddy. Hop on three Gnowtys in a row without touching the ground (and without using Winky) to find the hidden camera they've been hoarding.



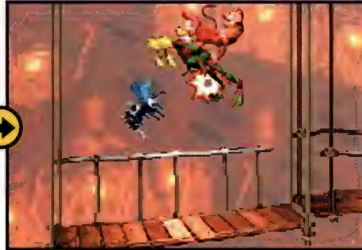
BONUS AREA

4 Golden Bonus Binge



Winky's Walkway has only one bonus area, but it's chock-full of banana goodness—it's also where the letter *N* is hidden. Hop on the Necky to boost yourself into the Bonus Barrel. Enter the bonus area with Winky to collect the banana bunches at the very top.

5 Flight of the Zinger



Zingers are mean armored bees that Donkey and Diddy prefer to avoid. With their dangerous stingers and sharp spikes, the buzzing foes are invulnerable to nearly all attacks. Throw barrels at Zingers to knock them out or bounce on them while riding Winky. Grab the Expresso Token after you dispose of the blue Zinger.



MINE CART CARNAGE



Donkey and Diddy must brave a broken mine cart track in Mine Cart Carnage. Jump in the mine cart and race across the rails, collecting bananas and letters as you go. Watch out for Krashes and missing track—both will derail your cart.

Bonus Areas

0

Animal Tokens

1

Hidden Warps

1

Balloons

1

Hidden Cameras

1

ENTER



1 Mine Cart Jumps



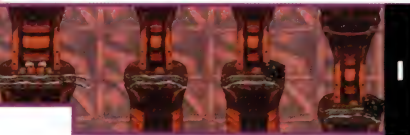
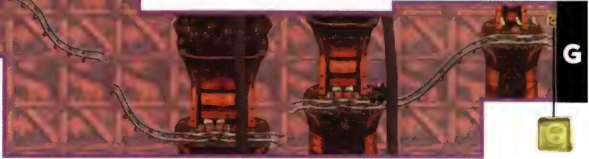
Overturned mine carts litter the mine-cart track throughout Mine Cart Carnage. Jump over the stationary mine carts by pressing A or you'll crash into them and take some dangerous spills. Look ahead and plan your jumps so you don't land on one of the overturned mine carts.



2 Crazy Krashes



Krashes are meddling Krittters that speed through the mines in mine carts. Their sole purpose is to knock the Kongs off the track—jump when you see one headed your way!



EXIT

BOUNCY BONANZA



Bouncy Bonanza is an extensive, tire-filled cave riddled with perilous chasms, jumpy Kritters and ill-tempered Zingers. You'll find three bonus areas and bananas galore if you search every corner of the level. Bounce your way to victory!

Bonus Areas

3

Animal Tokens

2

Hidden Warps

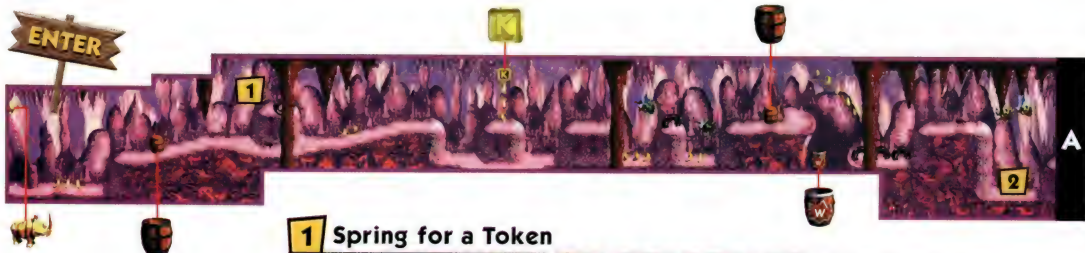
1

Balloons

1

Hidden Cameras

0



1 Spring for a Token

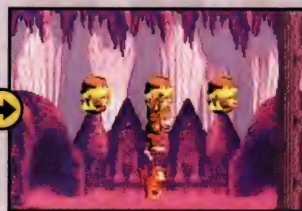
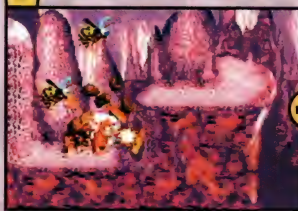


A Rambo Token is hidden high above the entrance to Bouncy Bonanza. The token is too high for you to reach on your own—a bouncy tire will do the trick! Roll the tire out from under the Zinger and guide it to the entrance. Hop on the tire and bounce high to reach the Rambo Token.

BONUS AREA



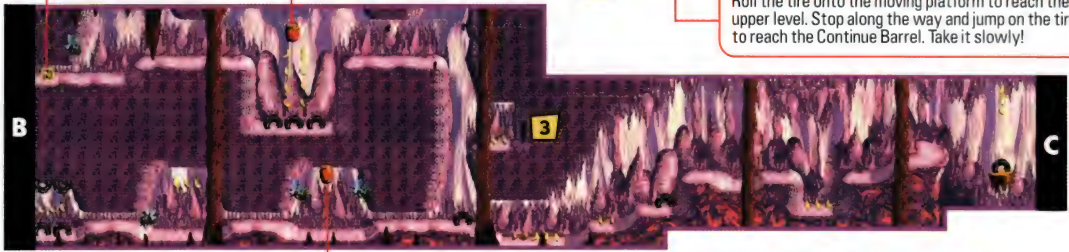
2 Pick Your Prize



Bouncy Bonanza features a barrel game that offers three available prizes—a 1-Up Balloon, bananas or a Winky Token. Use a barrel to open up the bonus area—it's easier to get under the Zingers with Diddy since he doesn't hold the barrel over his head like Donkey Kong does. Jump up at the correct time to stop the barrel on the prize you want. If you get three of the same kind, you'll win the prize you chose.



Roll the tire onto the moving platform to reach the upper level. Stop along the way and jump on the tire to reach the Continue Barrel. Take it slowly!

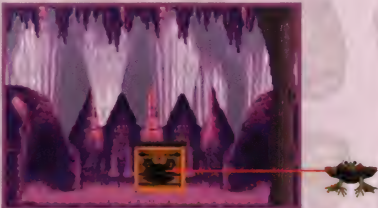


If Winky isn't with you, Zingers can be troublesome foes. Carefully time your jumps on the tires to avoid the Zingers, or bash them with barrels.

BONUS AREA

3 High Road to Winky

Winky is stuck in another crate. Drop off the upper ledge and go through the cave to enter a bonus area where Winky is waiting for you to release him. Winky will make it easier for you to reach the last bonus area and defeat Zingers.



BONUS AREA

4 Bouncy Bonus



If you don't have Winky with you, roll a tire onto the moving platform to reach the final Bonus Barrel. In the bonus area, bounce on the tires to reach all the bananas.



STOP & GO STATION



An army of Rock Krocs and Klap Traps patrol Stop & Go Station. Use the Stop & Go Barrels scattered throughout the station to incapacitate the Rock Krocs temporarily. Be on your toes—some Stop & Go Barrel timers don't last as long as others!

Bonus Areas

2

Animal Tokens

2

Hidden Warps

1

Balloons

0

Hidden Cameras

2



HIDDEN CAMERA

1 Slap the Klap Trap



Hand-slap the first Klap Trap you encounter in Stop & Go Station to reveal a hidden camera. (You can get the hidden camera in any stage by hand-slapping any Klap Trap.) You can unearth hidden bananas with the hand slap, too.

2 Red Light, Green Light



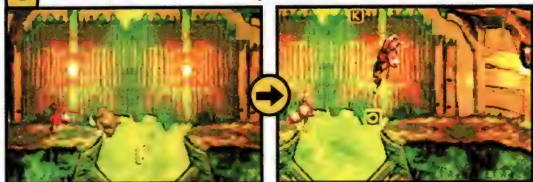
Crazed Rock Krocs will run over anything in their path when the light in Stop & Go Station is green. Activate the Stop & Go Barrel to make the light turn red. Run past the incapacitated Rock Krocs or defeat them with a quick hand slap.



HIDDEN CAMERA



3 Midair Letter Leap

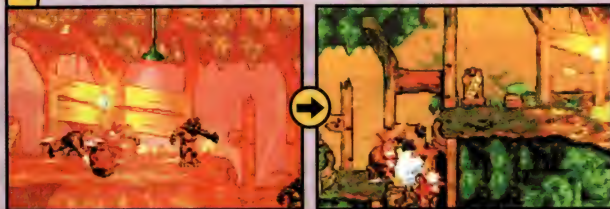


The letter *O* in Stop & Go Station is very tricky to get without falling. Creep as close to the chasm as you can, then perform a running jump (or use Diddy Kong's cartwheel jump). It may take a few tries to grab the letter.



BONUS AREA

4 Barrel Cannon Banana Blast

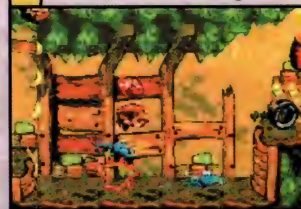


Pick up the barrel and jump onto the Stop & Go Barrel to the right—avoid the Rock Krocs! Dash right with your barrel and smash the wooden barrier that blocks the bonus area. Hop into the Barrel Cannon in the bonus area. When the Barrel Cannon spins, quickly press *A* to fly in the direction you want to go. Land in all four Barrel Cannons without falling to collect the bananas.



BONUS AREA

5 Cannonball Kong



Roll the tire below the Bonus Barrel. Take out the two Klap Traps, then bounce on the tire to enter the bonus area. Use the Barrel Cannon to reach the treasure inside.



MILLSTONE MAYHEM



Gnawtys that roll around in giant millstones have invaded the jungle temple, and if you take one wrong step you'll be flattened thinner than a banana pancake. You're almost to the Monkey Mines boss—don't let a few Slippas and Krushas stand in your way!

Bonus Areas

3

Animal Tokens

1

Hidden Warps

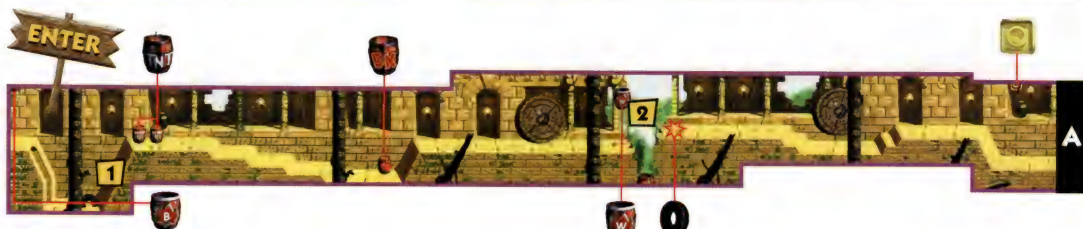
1

Balloons

1

Hidden Cameras

0



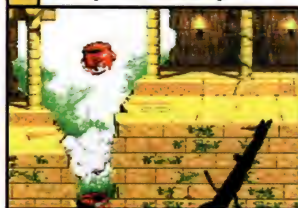
BONUS AREA

1 Reach for It!



Bounce on the tire near the Millstone Mayhem entrance to reach the leftmost ledge. Stand on the ledge and jump up into the Bonus Barrel. Wait until you are lined up with a row of bananas then press A to shoot out of the Barrel Cannon. If you want to spell K-O-N-G, don't miss the letter K!

2 Warp to Safety



Drop into the first gap to reveal a Barrel Cannon. Jump right out of the Barrel Cannon to reveal a tire on the lower level, or jump left to reveal a Warp Barrel on the upper level. If you use the Warp Barrel, you'll appear directly in front of the exit but you'll miss out on the bonus areas.



BONUS AREA



3 Ape Spelling Challenge



Roll a tire to the ledge near the Bonus Barrel and jump to reach the bonus area—watch out for the Gwawty-in-a-millstone that rolls around below. Spell out RARE by jumping on the letter tiles in the correct order as they pass to win an Animal Token.

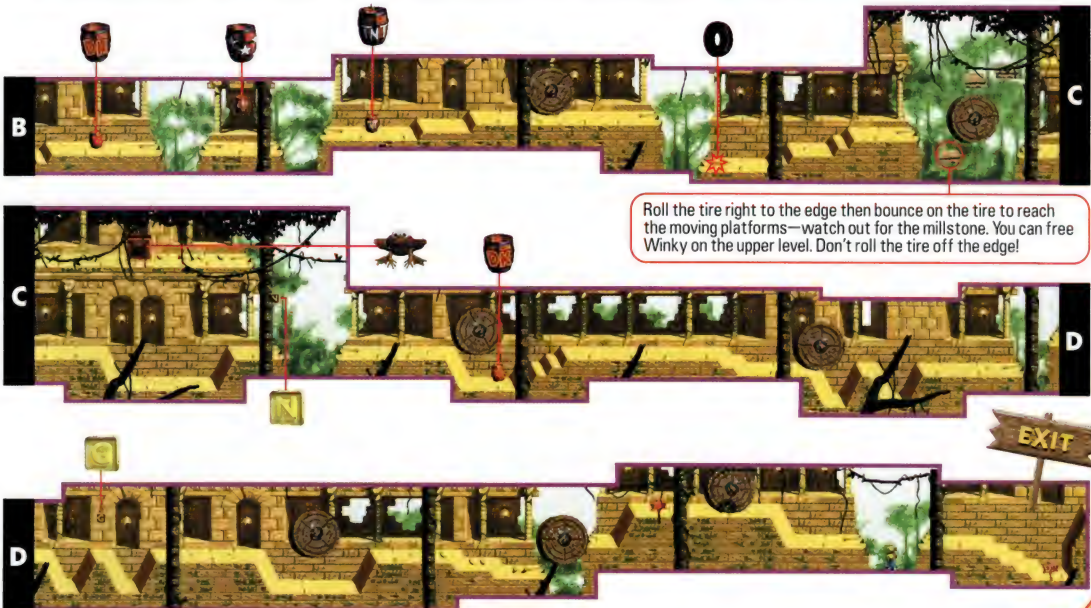
BONUS AREA



4 Pick a Barrel, Any Barrel



Pick up a TNT Barrel and carry it past the Gwawtys and Krashes. Keep an eye on the four barrels in the bonus area—one of them contains a green 2-Up Balloon. When the 2-Up Balloon stops, stand below the barrel you think it's in and jump.



NECKY'S NUTS

Master Necky has claimed some of Donkey Kong's beloved banana stash and won't part with them without a fight. Give the giant buzzard a good bashing and reclaim what's yours!

Slap the Tire



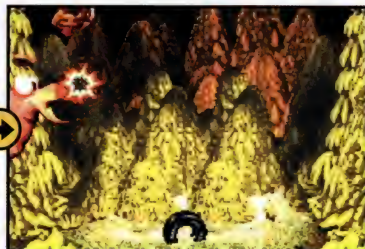
There's a camera hidden inside the tire. Dodge the nuts Necky spits out and hand-slap the tire to reveal the camera.

HIDDEN CAMERA



Bounce & Bash the Buzzard

Master Necky's tactics are simple—he appears on either side of the screen and spits a single nut at Donkey Kong and Diddy Kong. When Necky appears, stand on the opposite side of the screen and jump over the nut he spits out. Quickly bounce off of the tire and land on Necky's head before he retreats. When Necky is flashing red, he is invulnerable to your attacks. Five solid bounces on Necky's head will leave the buzzard seeing stars and spell victory for you.



VINE VALLEY

1 **VULTURE CULTURE**
page 46

2 **TREE TOP TOWN**
page 48

3 **FOREST FRENZY**
Page 50

4 **FUNKY'S FISHING**
Hidden Camera

5 **ORANG-UTAN GANG**
page 52

6 **CLAM CITY**
page 56

7 **CRANKY'S CABIN**

8 **CANDY'S DANCE STUDIO**
Hidden Camera

9 **TEMPLE TEMPEST**
page 58

10 **BUMBLE B RUMBLE**
page 60



VULTURE CULTURE



The first level of Vine Valley is teeming with vultures (hence the name). Getting past the rapacious birds will require precision jumping and well-timed barrel-blasting. Also watch out for some particularly nasty Zingers near the end of the level.

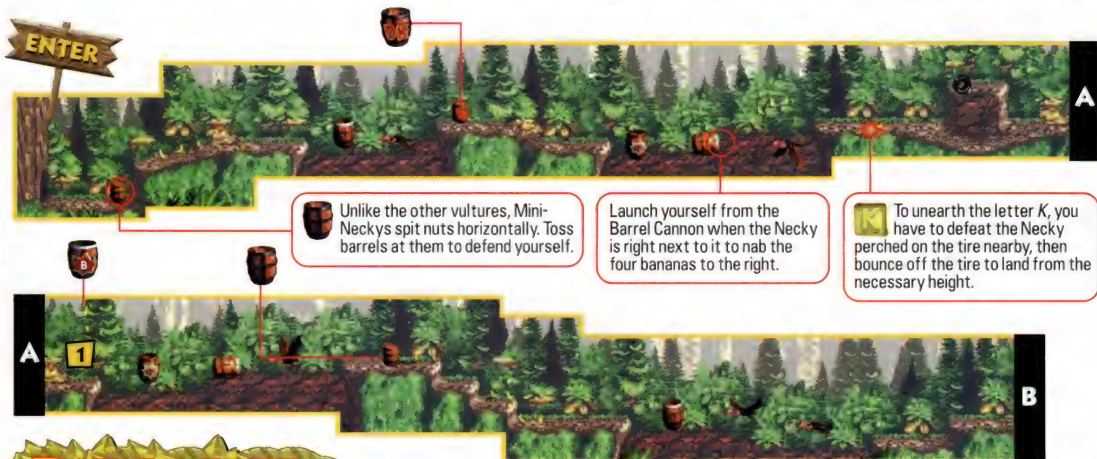
Bonus Areas **3**

Animal Tokens **0**

Hidden Warps **0**

Balloons **2**

Hidden Cameras **0**



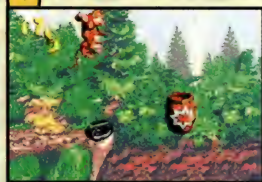
Unlike the other vultures, Mini-Neckys spit nuts horizontally. Toss barrels at them to defend yourself.

Launch yourself from the Barrel Cannon when the Necky is right next to it to nab the four bananas to the right.

To unearth the letter K, you have to defeat the Necky perched on the tire nearby, then bounce off the tire to land from the necessary height.

BONUS AREA

1 K to the O to the N to the G

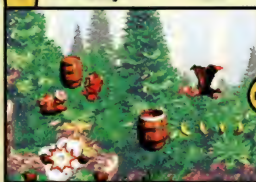


Roll the tire that you used to reach the letter K all the way to the right (without pushing it off the ledge) and bounce off it to reach an invisible Bonus Barrel. Spell out K-O-N-G in the bonus area to earn a 1-Up Balloon.



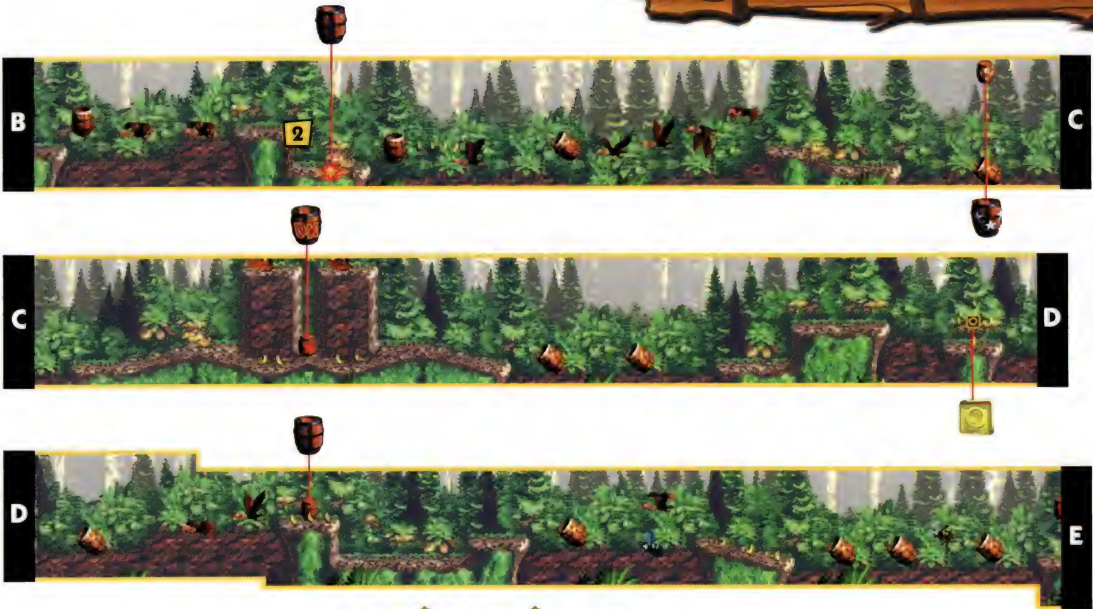
BONUS AREA

2 Crikey!



To break open the entrance to the second bonus area, you must land on the hidden barrel next to it when you're shot out of the previous Barrel Cannon. Once inside the bonus area, hit each of the Klap Traps five times to make a 1-Up Balloon appear.





Prepare for Launch



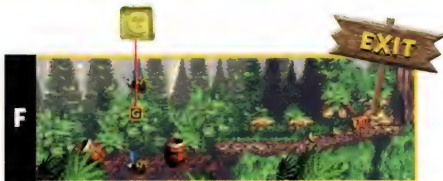
To give yourself a boost when launching out of a Barrel Cannon, hold down the run button and the direction you're facing on the Control Pad. You'll need the extra oomph to get across some of the wider gaps in Vulture Culture.

BONUS AREA

3 Look out Below



Defeat the Necky and drop from its perch to unearth a hidden barrel. Pick up the barrel and use it to break open the entrance to the third bonus area. Launch from a series of Barrel Cannons inside to collect some bananas, a Buddy Barrel and the letter N.



TREE TOP TOWN



Though it may seem otherwise, Donkey Kong and Diddy have not been transported to the Ewok village on the forest moon of Endor. Tree Top Town is light on enemies, but some difficult sections involving Barrel Cannons make up for it.

Bonus Areas

2

Animal Tokens

2

Hidden Warps

0

Balloons

0

Hidden Cameras

0

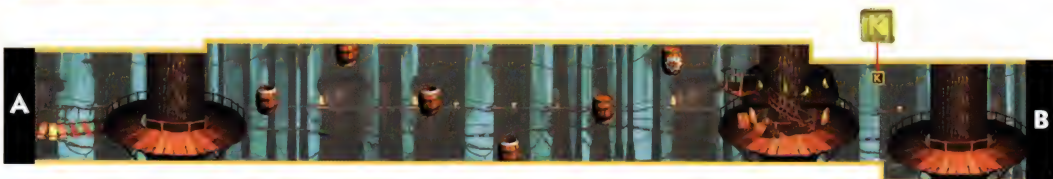


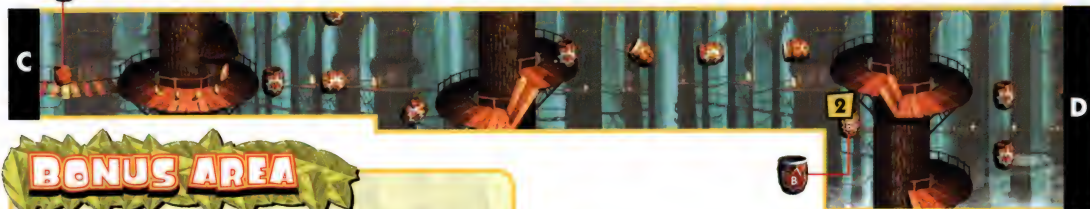
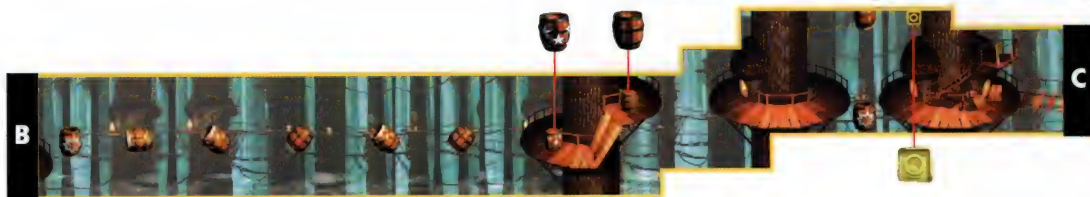
BONUS AREA

1 Vulture Boost



As you begin to walk across the bridge, a Necky will fly toward you. Quickly run back to the start of the level and jump on the Necky to reach the Bonus Barrel. Spell out K-O-N-G inside the bonus area to receive an Expresso Token.





BONUS AREA

2 Hidden Letter



To reach the second Bonus Barrel, you can either launch yourself at it from the adjacent Barrel Cannon or jump into it from the platform overhead. Inside the bonus area, launch yourself from the Barrel Cannon when it's pointing straight up to nab the letter *N*.



3 Make Quick Work of the Kritters



You could jump on all five of the Kritters on the bridge, but why exert so much energy when you can just pick up a barrel and toss it at them instead? That is, after all, why barrels were invented.

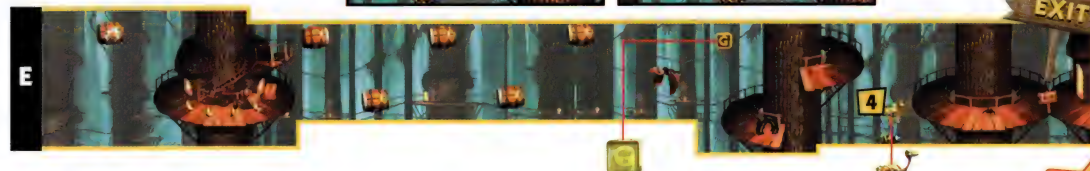


Remember that the Barrel Cannons marked with an explosion symbol automatically fire as soon as you enter them. If you're not careful they'll hurl you into the great abyss. Launch yourself from the unmarked barrels just before the marked barrels are lined up as illustrated on the map.

4 Cartwheel for Expresso



Grabbing the second Expresso Token without sacrificing a life can be a bit tricky. You have to cartwheel or roll off the platform to the right, then jump back onto it as soon as the token is in your possession.



FOREST FRENZY



Moving ropes carry Donkey and Diddy through most of Forest Frenzy, but that doesn't mean it's going to be easy. As you pass through the mazelike hordes of Zingers and Neckys, hold the B Button to climb up and down the ropes more quickly.

Bonus Areas

2

Animal Tokens

2

Hidden Warps

0

Balloons

1

Hidden Cameras

1

ENTER



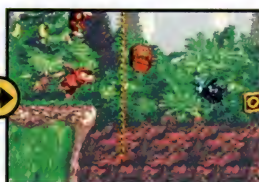
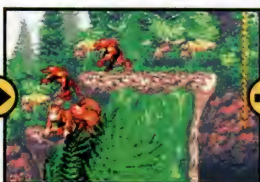
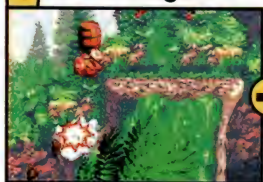
A

Instead of using the rope to get across the gap, you can do a cartwheel jump and pick up the letter K in the process.



B

1 Guard Zinger



To reach the letter O safely, you have to knock out the Zinger hovering in front of it. Unearth the hidden barrel by leaping from the top of the fourth rope, hug the wall as a pair of Kritters jump by, then pick up the barrel and throw it at the Zinger. If you're using Diddy, you'll have to jump to get enough distance on your throw.

2 Beware



3 Risky Business



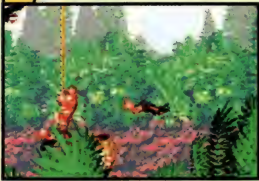
As the next few ropes carry you across the forest, you'll have to climb up and down to avoid the Zingers. The deadly insects begin to move about halfway through the level, so dodging them becomes increasingly difficult.

Soon after you pass the letter G, you'll come across a 1-Up Balloon guarded by a Zinger. If you're careful, you can grab the balloon without getting hit. Afterward, watch out for incoming Neckys.



BONUS AREA

4 Win a Rambi Token



If you climb to the bottom of the rope as you approach the final group of Neckys, you'll see a Bonus Barrel hidden behind some leaves. Drop into it for a chance to win a Rambi Token.



BONUS AREA

5 Comin' Through



You can unearth the second hidden barrel either by going through the first bonus area or by bouncing off the Kritter to the barrel's right. The second bonus area is on the other side of the wall marked 5 on the map, but before you pick the barrel up to break open the entrance, be sure to clear your path of Kritters.



HIDDEN CAMERA

ORANG-UTAN GANG



Orang-Utan Gang is one of the most difficult levels in the game, especially if you're trying to reach all five bonus areas. Watch out for barrel-tossing Manky Kong and be sure to take care of Expresso—you'll need his ability to flutter across gaps.

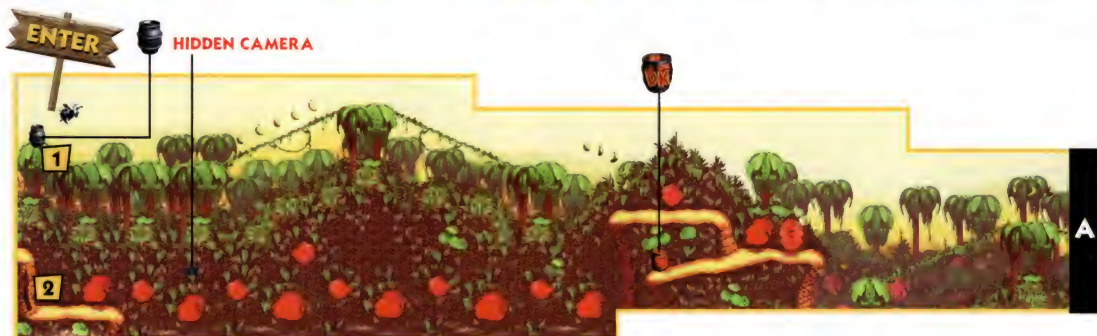
Bonus Areas **5**

Animal Tokens **2**

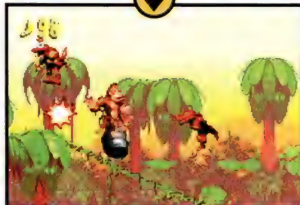
Hidden Warps **0**

Balloons **2**

Hidden Cameras **2**



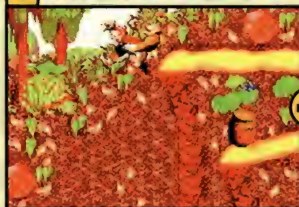
1 Ride the Keg



If you pick up the Steel Keg at the beginning of the level and throw it to your left, it will roll back toward you. Hop on top of it to catch a ride, but be sure to jump off before you reach the letter K.

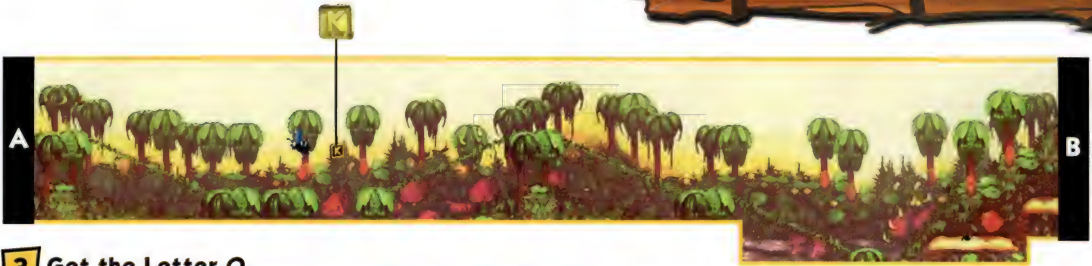
BONUS AREA

2 Fly, Expresso, Fly!

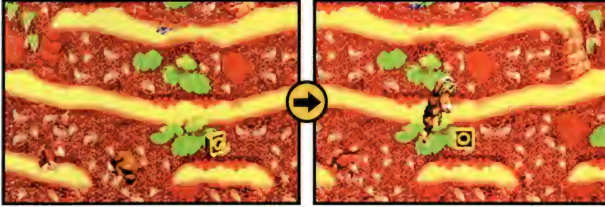


After you free Expresso from his crate, return to the point where you found the first Buddy Barrel. Take off from the ledge and hit the A Button repeatedly to make Expresso flap his wings. He can't fly, but the flapping will slow his descent enough for you to reach the first bonus area (and the hidden camera). Spell W-I-N-K-Y to win a Winky Token.





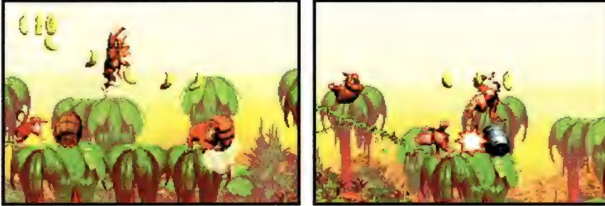
3 Get the Letter O



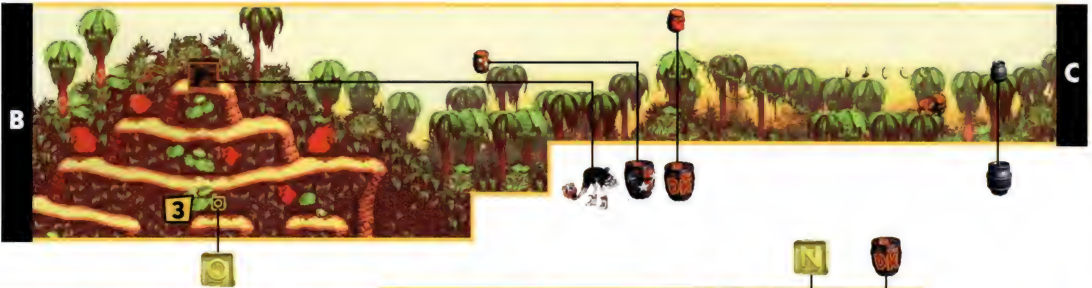
The easiest way to reach the letter *O* is to do a rolling jump with Donkey Kong. If you're still riding Expresso, you can press the L Button to dismount.



Manky Kong

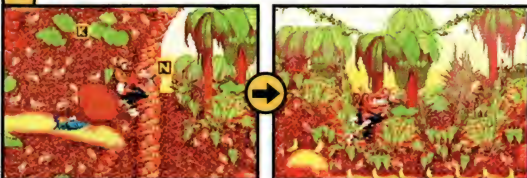


The mangy ape isn't nearly as friendly as the other Kongs. What's worse, he has a never-ending supply of barrels that he'll throw at you. The easiest way to take him out is to throw a barrel of your own at him.



HIDDEN CAMERA
Use the Steel Drum to defeat Manky Kong.

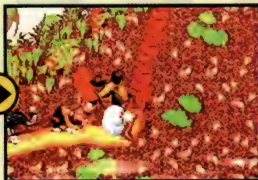
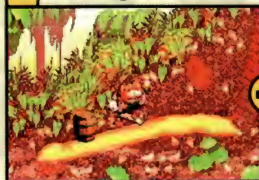
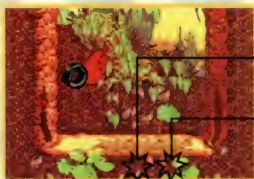
4 Take the Low Road



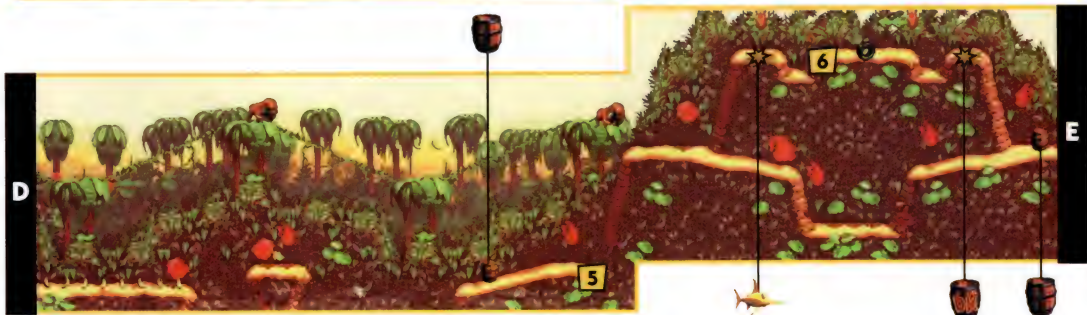
Use Expresso to flutter across the gap that follows the letter *N* or do a cartwheel jump with Diddy. You'll land on a path littered with bananas. After two more gaps, the road leads to Orang-Utan Gang's second bonus area.

BONUS AREA

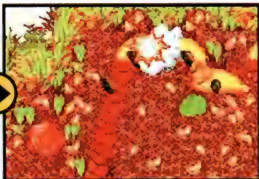
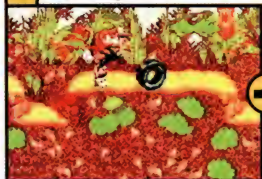
5 Underground Treasure



To break open the entrance to the second bonus area, you'll have to dismount Expresso so you can pick up the barrel and ram it into the wall. Hop back onto the ostrich before entering the bonus area, though; otherwise you'll lose him.



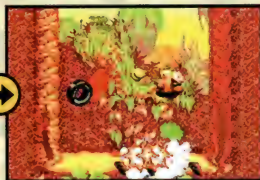
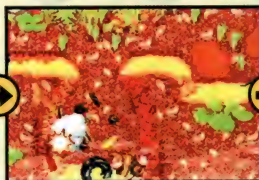
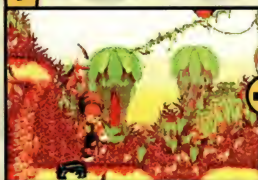
6 Up High



You'll automatically drop onto the map at point 6 if you go through the first bonus area. The only other way to reach point 6 is with Expresso. Once you're up there, bounce off the tire to reveal an Enguarde Token to your left and a Buddy Barrel to your right.

BONUS AREA

7 Bananas Galore



To smash open the entrance to the third bonus area, you'll have to carry the barrel down from the top of the ledge. Your first time through the bonus area will yield two banana bunches.

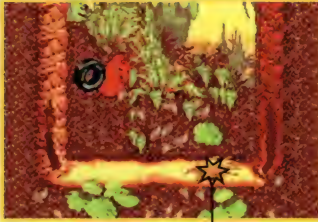
Stock up on Extra Lives



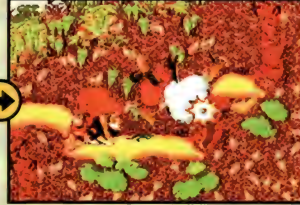
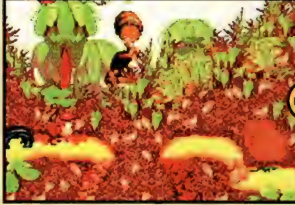
If you return to the third bonus area, you'll unearth a pair of 1-Up Balloons instead of bananas. You can go back as often as you like, though bananas will occasionally replace the 1-Up Balloons.



BONUS AREA



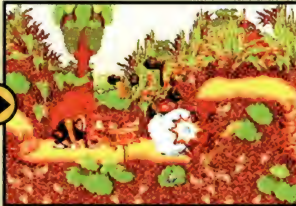
8 What a Useful Barrel



Pick up the same barrel that you used to break open the entrance to the previous bonus area and ram it into the wall at point 8 to reveal an entrance to another bonus area. Inside you'll find the letter G.

BONUS AREA

9 Double Expresso



To access the fifth bonus area, don't defeat the final Manky Kong. Instead, jump over the barrels he tosses at you and let one of them hit the wall at point 9. You'll find another Expresso crate and lots of bananas, plus a 1-Up Balloon if you hurry.



Backtracking



Some of the items and bonus areas in Orang-Utan Gang are unreachable without Expresso. If you lost him the first time, you can backtrack after retrieving him from the final bonus area.



CLAM CITY



Clam City's waterways are infested with vicious Chomps, pearl-spewing Clambos and deadly Croctopi. Thankfully, the ever-loyal Enguarde the Swordfish can help you deal with the aquatic baddies and navigate the city in record time.

Bonus Areas

0

Animal Tokens

1

Hidden Warps

0

Balloons

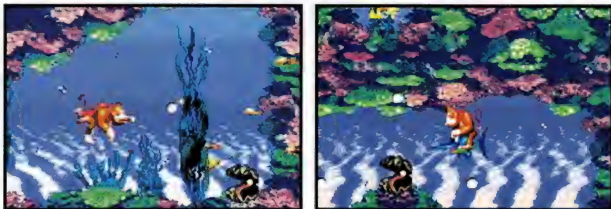
0

Hidden Cameras

1

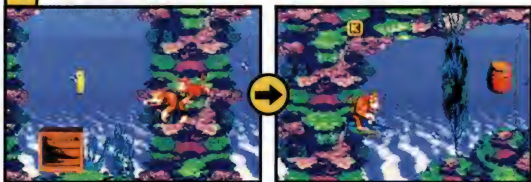


It's Called Clam City for a Reason



As you might expect, the most common enemy in Clam City is the Clambo. The large shellfish always remain stationary, but each of them spits out a different number of deadly pearls in varying directions. Before you attempt to swim past a Clambo, take a moment to observe its pearl-spitting pattern from a safe distance.

1 Need a Beak?



As you're swimming through the level's first vertical passage, paddle through the wall to your left to find an Enguarde crate and the letter K. Enguarde's razor-sharp beak and swimming prowess are invaluable in Clam City. Bust him out of his crate and saddle up.

Come Back, Swordfish!



As we mentioned, navigating Clam City can be quite difficult without your deep-sea companion. Fortunately, Enguarde just bounces from wall to wall if you get knocked off him, so retrieving him is usually pretty easy.

2 Squeak through the Barrage of Pearls



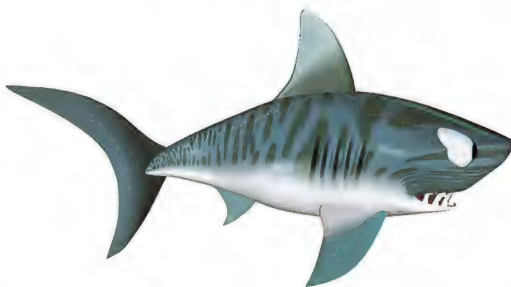
As you approach the hidden camera, watch out for incoming pearls from above and below. The best approach is to swim up until you're level with the Clambo to your right, then hug the left wall and descend slowly until you're able to swim through the coral.



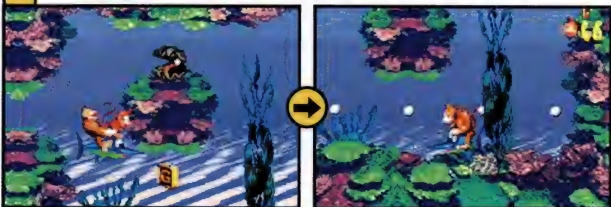
3 Beware of Croctopi



Toward the end of the level, you'll run into a group of Croctopi spinning in circles. Remember that not even Enguarde can defeat the invincible foes, so you'll have to outmaneuver them instead.

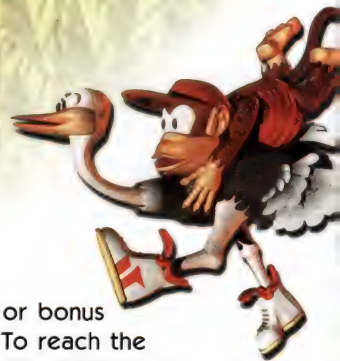


4 Heavily Guarded G



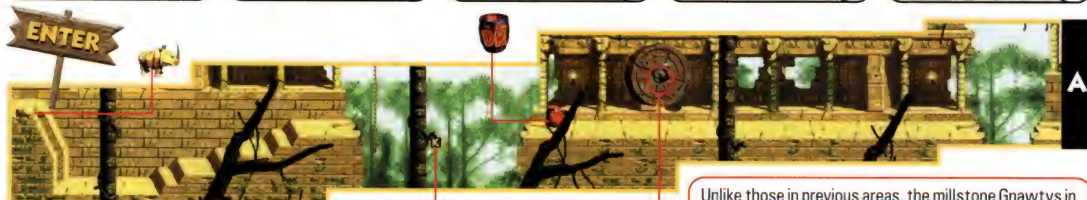
The Clambo above the letter G spits out a five-pearl spread. Before you try to grab the letter, stay back and study the Clambo's pattern. To avoid getting hit, you'll have to time your run carefully. It would be a shame to lose a life so close to the exit.

TEMPLE TEMPEST



Though you don't need him to reach any of Temple Tempest's items or bonus areas, Espresso makes simply getting through the level a lot easier. To reach the Rambi Token above the entrance, bounce off a Gnawty while controlling Diddy.

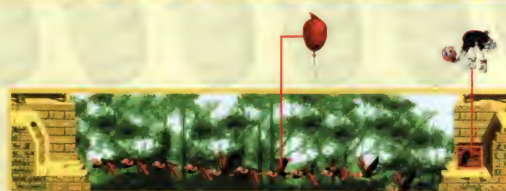
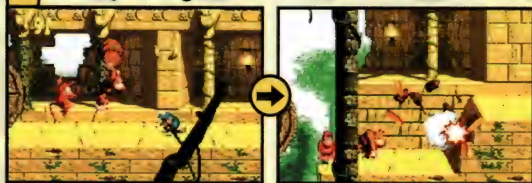
Bonus Areas 2 **Animal Tokens** 2 **Hidden Warps** 0 **Balloons** 1 **Hidden Cameras** 1



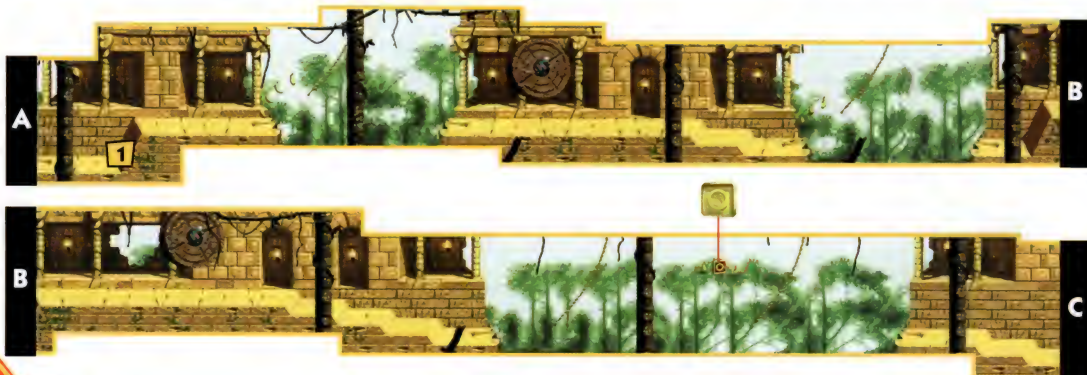
Unlike those in previous areas, the millstone Gnawtys in Temple Tempest will begin chasing you as you pass by, and they won't stop until they run into a wall.

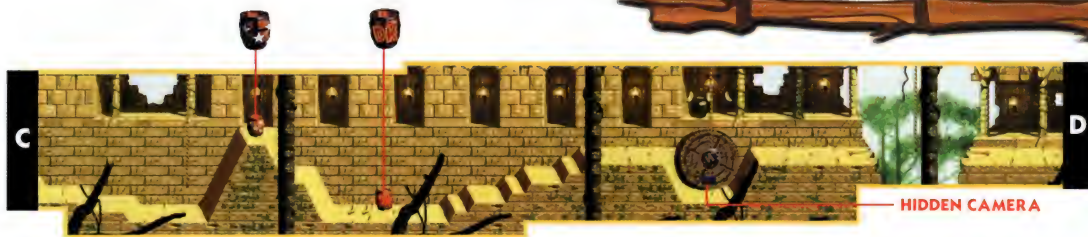
BONUS AREA

1 Necky Bridge



Pick up the first Buddy Barrel and carry it all the way to point 1 on the map to break open the entrance to the level's first bonus area. While crossing the gap inside, be sure to bounce off the seventh Necky to get a 1-Up Balloon.





HIDDEN CAMERA



To expose the letter N, jump down from the top of the triangular platform to the left.

BONUS AREA

2 Resilient Klap Trap



The banana-arrow is pointing to a Bonus Barrel. Drop into it and jump on the Klap Trap 10 times to receive a Rambi Token. As an added bonus, the Klap Trap will cough up a banana bunch every time you hit it (for a total of 100 bananas).



3 Falling for G



Though it's difficult to see without the map, the letter G is hidden below the last rope in the level. Let the rope carry you all the way to the right, then drop from it to grab the letter. Don't worry about falling to your doom—the Blast Barrel underneath the letter will launch you back to safety.



BUMBLE B RUMBLE

Queen B is quite a bit more difficult than any of the previous bosses, but with the proper know-how you'll be able to knock out the enormous Zinger in no time.



HIDDEN CAMERA

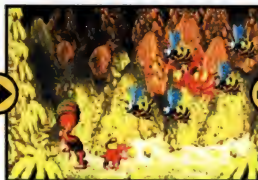
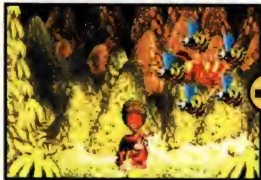
Pound the Ground for a Camera



Before the battle gets under way, run to the center of the stage and do a hand slap with Donkey Kong to uncover a hidden camera. Some poor photographer sure has lost a lot of cameras on Kong Island!



Let's Get Ready to Rrrrrrrrrumble!



To defeat Queen B, you have to hit her with a barrel five times. The first time is simple enough, but after that she'll surround herself with five Zingers that you must knock out before you'll be able to hit her again. The first round of Zingers flies around the queen in a tight circle. The second round forms a sort of T around her—two at each of her sides and one hovering underneath her.

The third round of Zingers circles the queen again, but two of them fly out a bit farther than before. Finally, the fourth round of Zingers forms an offensive line in front of the queen. Instead of throwing barrels at the queen and her Zingers, Donkey Kong can simply hold the barrels above his head and let the bees run into them. Since Diddy holds the barrels in front of himself, the trick doesn't work as well with him.

GORILLA GLACIER

❶ SNOW BARREL BLAST
page 62

❷ SLIPSLIDE RIDE
page 66

❸ CROCTOPUS CHASE
page 68

❹ CANDY'S DANCE STUDIO
Hidden Camera

❺ CRANKY'S CABIN

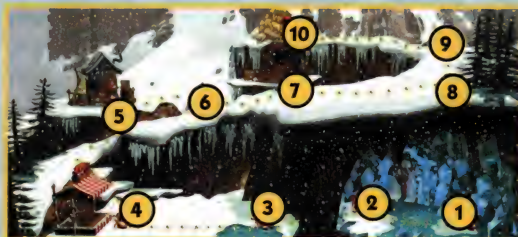
❻ ICE AGE ALLEY
page 70

❼ FUNKY'S FISHING
Hidden Camera

❽ ROPE BRIDGE RUMBLE
page 72

❾ TORCHLIGHT TROUBLE
page 74

❿ REALLY GNAWTY RAMPAGE
page 76



SNOW BARREL BLAST



Gorilla Glacier is a frigid place with snowcapped peaks and icy waterways. Walking on snow and ice is a slippery experience, and it's a long way down if you fall. You'll need to master the Barrel Cannons to make it though Snow Barrel Blast.

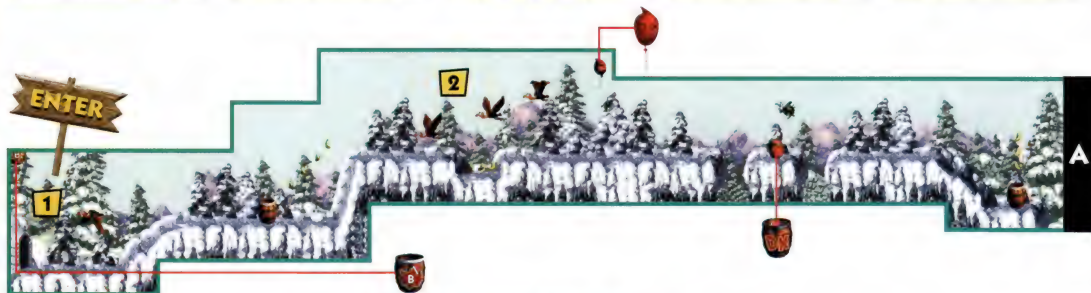
Bonus Areas **3**

Animal Tokens **2**

Hidden Warps **0**

Balloons **2**

Hidden Cameras **0**



Watch the First Step!



When Donkey or Diddy Kong gets a little too close to the edge of an icy cliff, he'll wave his arms and try to regain balance. The ice and snow are very slippery—take it slow!

BONUS AREA

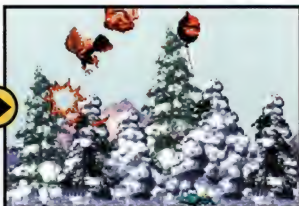


1 Bonus in the Sky



Leap onto the Necky and press A and Left on the Control Pad to catapult yourself up to the Bonus Barrel. Watch the Winky Token and note which barrel it stops in. Choose the barrel with the Winky Token inside to win.

2 Stair-Step Neckys



You can usually use Neckys to your advantage with well-planned jumps. A flock of Neckys is flying in stair-step formation below a red 1-Up Balloon. Bounce to the right off the Neckys' backs to reach the 1-Up Balloon.



3 Necky Jump



Hop into the unmarked Barrel Cannon and press A to launch yourself onto the snow-covered ledge to the right. After you land, quickly jump on the Necky that flies overhead or you'll get an up-close-and-personal look at its beak.



4 Chill Out



Wait in the unmarked Barrel Cannon until the Klap Trap drops off the slope, or you'll land in its waiting jaws. After the Klap Trap is gone, press A to land on the slope.

5 Steel Keg Rolling



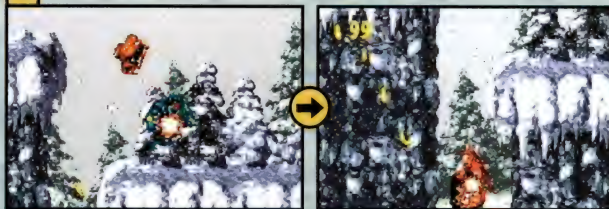
Pick up the Steel Keg and throw it against the left wall below where the keg was. Then hop onto the Steel Keg and ride it to the right to bowl over your enemies. Don't forget to jump off into the Barrel Cannon! You can also roll the Steel Keg and follow behind it.



BONUS AREA



6 Backtrack for Bananas



After you land to the right of the four Barrel Cannons, backtrack to the left. Drop down the chasm that is lined with bananas to land in a Bonus Barrel. In the bonus area, press A to fly out of the Barrel Cannon. Collect the letter **D** and as many bananas as you can!



7 When Apes Fly



Narrow, icy platforms pose a slippery threat to Donkey Kong and Diddy Kong. Rather than walk along the perilous platforms, bounce off the Neckys' backs. Bounce all the way to the last platform without taking a step!



BONUS AREA

8 Out-of-Sight Bonus



The final Bonus Barrel is hidden below the line of three Barrel Cannons (you can jump from the right ledge instead of using the Barrel Cannon, but it's much trickier). Drop directly below the unmarked Barrel Cannon to reach the Bonus Barrel. In the bonus area, shoot horizontally from Barrel Cannon to Barrel Cannon to collect a banana bounty.



Fancy Barrel-Moves



Play it safe by shooting horizontally from one Barrel Cannon to the next to get past the long row of Barrel Cannons, or try a new trick—it's up to you. If you're feeling brave, shoot out of the Barrel Cannons at a 45-degree angle. If you pull off the move, you'll shoot over one or two Barrel Cannons and land safely farther down the line.

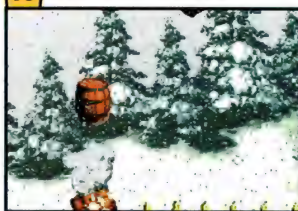


9 The High Route



The high route at the end of Snow Barrel Blast is full of tricky Cannon Barrel jumps and Zingers that always seem to be in the most inconvenient place. It'll take patience, skill and good timing to get past the tough upper area before the exit. Take your time and make every jump count.

10 The Low Route



The low route is a cakewalk compared to the high route—reaching it is the toughest part. Use the upper Barrel Cannons to drop into the lower Barrel Cannon that lies before the long line of bananas. Once you get on the low route, sit back and blast all the way to the exit.



11 Faster Than a Buzzing Zinger



If you took the high route, you've got one more obstacle to overcome before you reach the exit. Pesky Zingers hover dangerously close to the Barrel Cannons—time your shots to the right very carefully or you'll get a backside full of Zinger spikes and stingers.



SLIPSLIDE RIDE



Slipside Ride is a dangerous ice cavern filled with an intricate series of slippery one-way ropes. Blue ropes will take you up and purple ropes will take you down. Once you cling to a rope, turning back is difficult, so be prepared!

Bonus Areas

3

Animal Tokens

3

Hidden Warps

0

Balloons

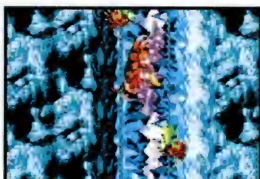
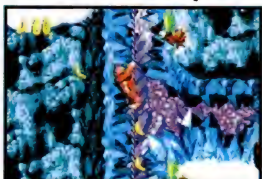
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Hidden Cameras

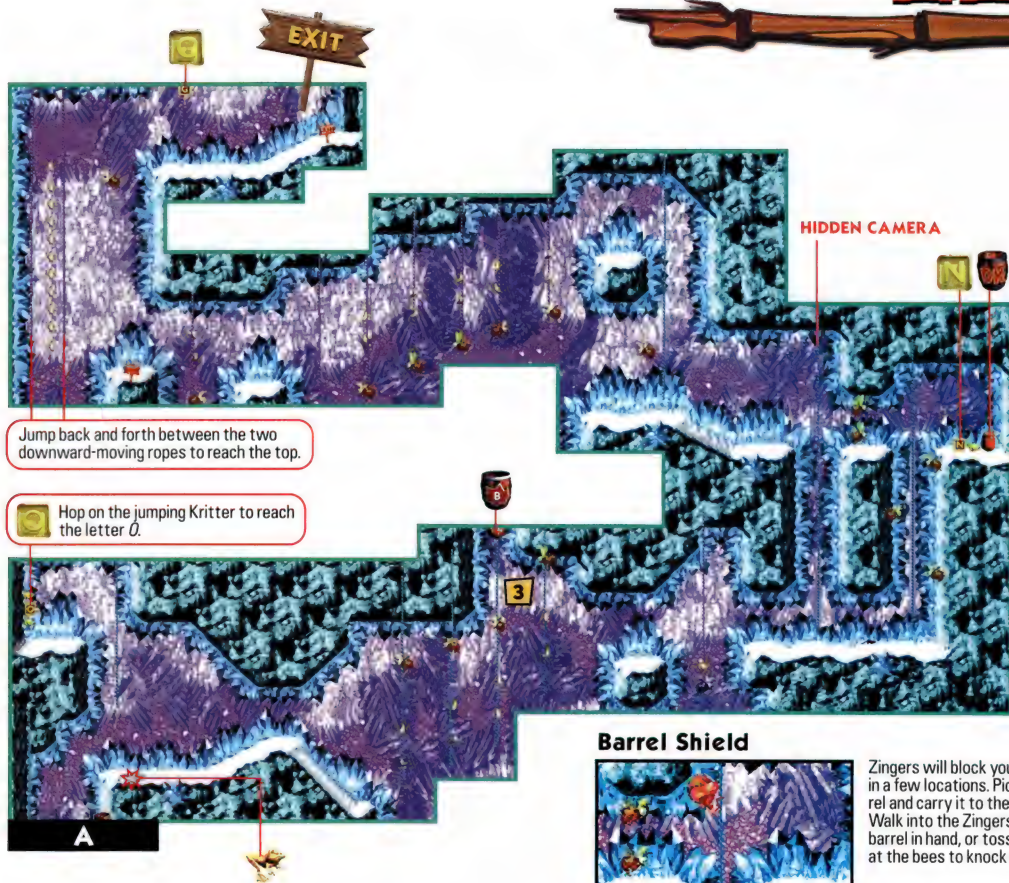
1



Slow and Steady



When you jump on a one-way rope, there is a way to slow and reverse your movement momentarily. To slow your movement on a rope, press the opposite direction (Up or Down) that the rope is taking you. To reverse your movement, press the opposite direction and B. You can't go back up a downward rope.



BONUS AREA

1 Spell K-O-N-G

Jump on the blue Kritters when they pass beneath the blue rope near the stage entrance. Ride the rope up and use the barrel to smash into the bonus area. Spell K-O-N-G to win an Espresso Token.



BONUS AREA

2 Spell N-I-N-T-E-N-D-O

Jump onto the ledge halfway down the purple rope and grab the barrel with Diddy. Jump down and smash open the bonus area with the barrel. In the bonus area, spell N-I-N-T-E-N-D-O to win a 1-Up Balloon.



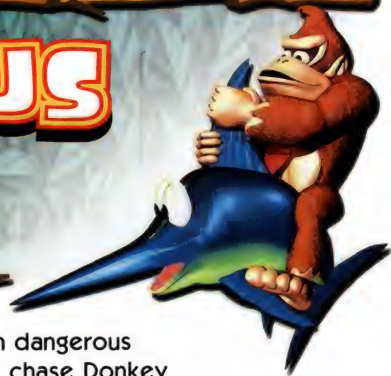
BONUS AREA

3 Rope-Challenge Bonus

Jump left to the second blue rope after you've passed the Zinger. Ride the blue rope up to enter the bonus area. Collect the bananas along the ropes and grab the Espresso Token.



CROCTOPUS CHASE



Croctopus Chase's frigid underwater depths are teeming with dangerous marine life. The Croctopi are especially ill-tempered—they'll chase Donkey and Diddy should they get too close to the eight-legged foes.

Bonus Areas

0

Animal Tokens

2

Hidden Warps

0

Balloons

0

Hidden Cameras

1

A

After you blast down through the Barrel Cannons, swim right through the fake wall to get the Buddy Barrel and the letter O.

Ape-Paddle Faster!



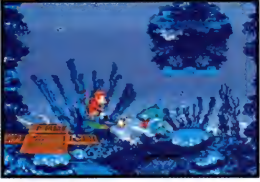
Croctopi are speedy swimmers and can easily catch up to Donkey Kong and Diddy Kong. Tap A to paddle faster.



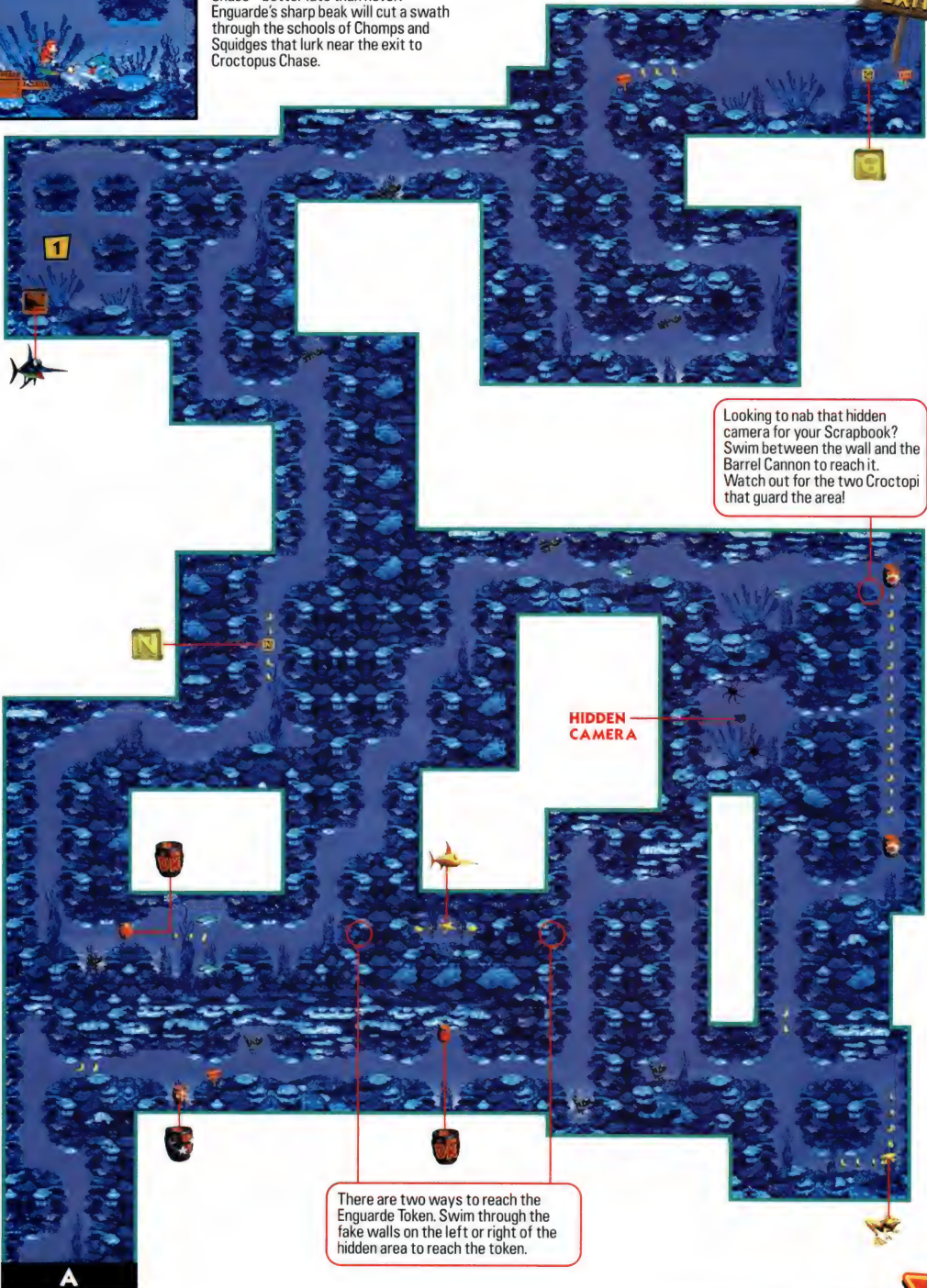
When you see goodies like bananas in a cove, grab them quickly—if you stop for too long the Croctopus or two that are hot on your tail will catch you.

ENTER

1 Your Finny Friend



Free Enguarde the Swordfish from the crate near the end of Croctopus Chase—better late than never! Enguarde's sharp beak will cut a swath through the schools of Chomps and Squidges that lurk near the exit to Croctopus Chase.



Looking to nab that hidden camera for your Scrapbook? Swim between the wall and the Barrel Cannon to reach it. Watch out for the two Croctopi that guard the area!

HIDDEN CAMERA

There are two ways to reach the Enguarde Token. Swim through the fake walls on the left or right of the hidden area to reach the token.

ICE AGE ALLEY



The heavy snowfall and slippery slopes in Ice Age Alley can make keeping your footing a challenge. Dodge Neckys, Mini-Neckys and barrel-tossing Manky Kong as you slip and slide your way to the exit. Grab Expresso for a quick lift across the chasms.

Bonus Areas

2

Animal Tokens

1

Hidden Warps

0

Balloons

1

Hidden Cameras

1

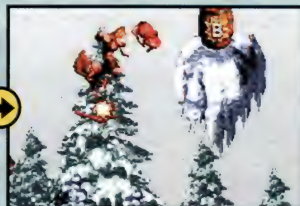
Defeat the Mini-Necky by bouncing on its head, then proceed left. Grab the Buddy Barrel and the letter K. Use the tire to reach the crate and free your buddy—Expresso the Ostrich.



If you're riding Expresso, quickly dismount and eliminate the Mini-Necky above the Buddy Barrel. Hop back on Expresso and use the highest point to take off. Glide past the ropes to reach the Continue Barrel. Use the high ground to gain altitude and glide through the level.

BONUS AREA

1 Thanks for the Lift!



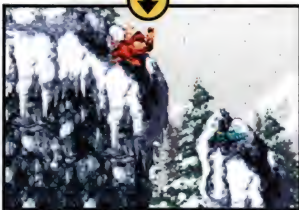
Bounce through the sky on the Neckys' backs as they fly below the Bonus Barrel. Enter the bonus area and use the Barrel Cannons to collect bananas and an Expresso Token. Free Expresso from the crate before you exit the bonus area.



Roll and jump to reach the letter **O**. Time your jump carefully, or you'll be pelted by nuts that are coming from the Mini-Necky on the right ledge (or take out the Mini-Necky first).



Stop in Mid-Slide



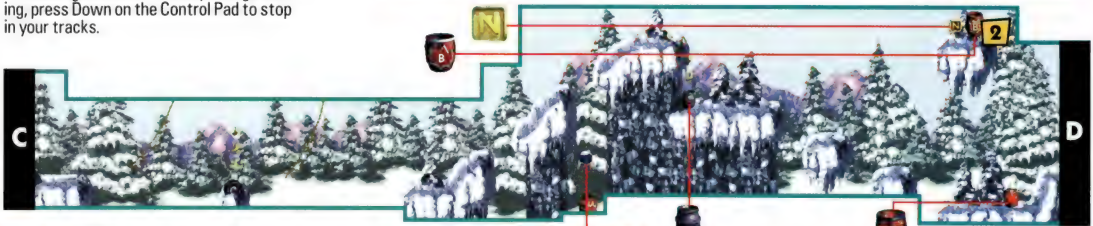
It's easy to lose your footing on a slippery slope. If you aren't careful, you'll slide right off the edge of a cliff. When you begin sliding, press Down on the Control Pad to stop in your tracks.

BONUS AREA

2 Espresso Airways

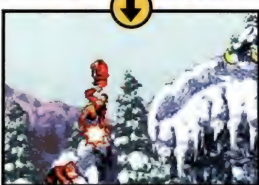


The only way to reach the second Bonus Barrel is to fly. Ape's don't fly very well, so you'll need Espresso's help to reach the high platform where the Bonus Barrel lies. While riding Espresso, leap off the highest slope left of the Bonus Barrel and tap A to fly. In the bonus area, pick a barrel to win a blue, green or red balloon.



HIDDEN CAMERA

3 Manky Kong Barrel-Toss



Manky Kong has always had it out for the Kongs, and in Ice Age Alley, he's no different. Dodge barrels that the Manky Kong tosses down at you. Time your jumps to avoid the barrels and land on Manky Kong's head to defeat him.



ROPE BRIDGE RUMBLE



In Rope Bridge Rumble, you'll frolic through the treetops in true Donkey Kong style. Zingers, Kritters and Armys will try their hardest to knock you off the tree platforms, so be on your toes! Hitch a ride on Winky to make the going easier.

Bonus Areas

2

Animal Tokens

1

Hidden Warps

0

Balloons

0

Hidden Cameras

1



BONUS AREA

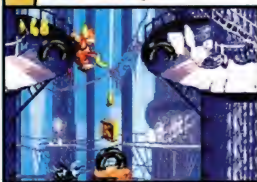
1 Banana Tire Hop



Drop into the Bonus Barrel to enter the bonus area. Hop on the tires to spring up and reach the bananas. Don't lose your footing, or you'll fall out of the bonus area! Free Winky from the crate before you exit the bonus area. Winky can destroy all the Zingers you'll encounter.



2 Two-Way K



There are two ways to get the letter K. If you don't have Winky, you'll need to time your jump onto the tire below the letter K very carefully to avoid the Zinger. Watch the Zinger's flight pattern, jump (or drop) down onto the tire, then bounce back up to the right platform.



If you have Winky, grabbing the letter K will be a snap. When the Zinger passes around the top of the tire, drop from the upper tire—Winky's powerful legs will destroy the bee. Use the tire to hop up to the right ledge.



3 Tire Platform Tricks



A tire platform moves horizontally below two rows of bananas. Take out the Kritter, then use the tire at the foot of the bridge to hop onto the tire platform. Bounce on the tire platform as it moves to collect all the bananas. Don't worry about slipping off the platform—the bridge will stop your fall.



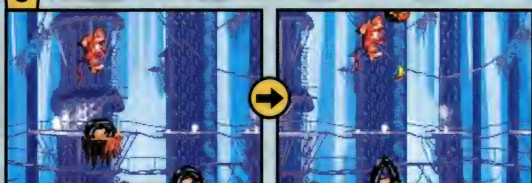
4 Dodge the Duo of Zingers



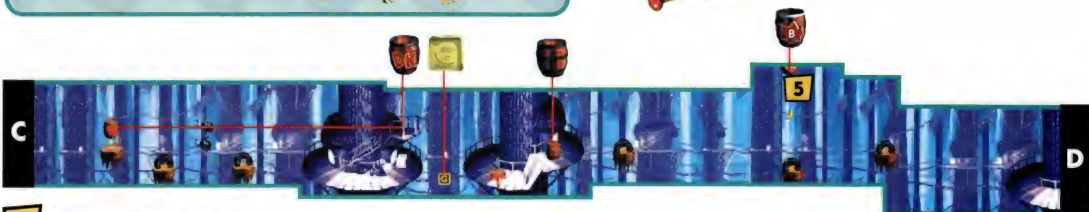
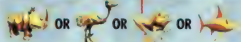
Two stationary Zingers hover along the tire platform's path. If you remain standing on the tire platform, or jump at the wrong time, the Zingers will nail you. Jump over the Zinger pair and land on the tire platform as it moves right. Timing is everything!

BONUS AREA

5 Animal Token Bonus



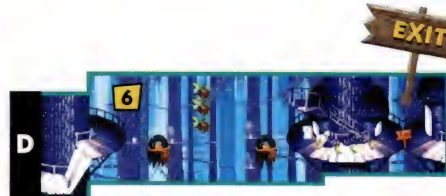
Three moving tire platforms are your only path across a large gap toward the end of Rope Bridge Rumble. A Bonus Barrel that leads to the final bonus area is located above the second tire platform. Bounce straight up into the bonus area—select three identical Animal Tokens to win.



6 Diddy Catches Air



Three Zingers block the way to the exit. The Zingers are stationary, but if you stand still they'll knock you off the tire platform when it passes under them. Wait until the tire platform nears the Zinger trio's left side, then use Diddy to jump over them. Land on the tire platform as it moves right.



TORCHLIGHT TROUBLE



Your parrot pal, Squawks, accompanies you into Torchlight Trouble and lights your way through the dark cave. Leap over flaming drums and face bullying Klumps and blue Krushas as you near the lair of Gorilla Glacier's boss.

Bonus Areas

2

Animal Tokens

0

Hidden Warps

0

Balloons

1

Hidden Cameras

1



Oil Drum Obstacles



Flaming drums pose a fiery threat to Donkey and Diddy. Jump over the oil drums and watch out for Klumps and blue Krushas patrolling the area.

Donkey's Got Your Back



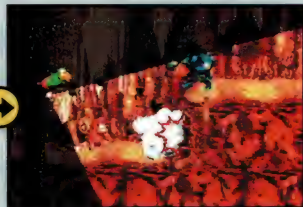
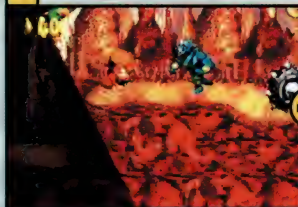
Diddy Kong is quick, but he doesn't have the brute force to jump on blue Krushas and Klumps. Use Donkey Kong to bounce on the Klumps and blue Krushas to do them in, or roll into Klumps with Diddy.



Roll and jump to reach the letter K (or use Diddy Kong's cartwheel jump), then quickly jump to the right to land on solid ground.

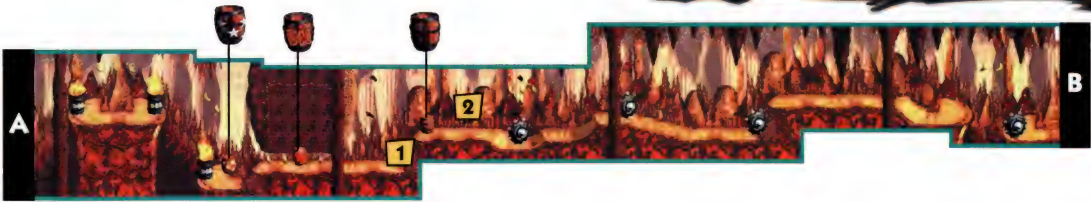
BONUS AREA

1 Bananas and Balloons

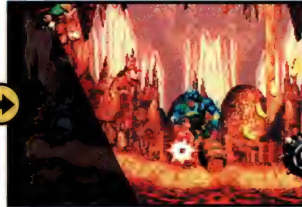
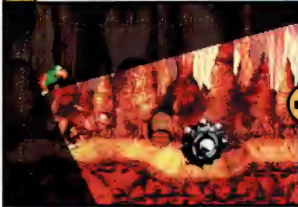


Grab the barrel on the right ledge before the blue Krusha reaches you. Drop to the lower level and use the barrel to open the bonus area. In the bonus area, select three red 1-Up Balloons in a row to win the balloon as your prize. You can also win bananas.



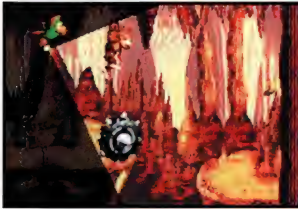


2 Barrel Bowling



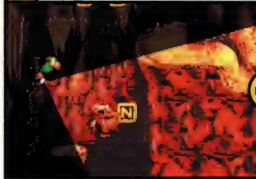
After you've exited the first bonus area, backtrack to the left and pick up the barrel. Carry the barrel to the right and throw it at the blue Krusha to knock him out. The barrel will break when it hits the Mincer, but you'll have one fewer blue Krushas to worry about.

Mincers Are Not for Jumping!



Don't let their tirelike appearance fool you—Mincers will hurt you if you jump on them. Most Mincers are stationary, but a few move horizontally or vertically. Jump over the spiked tires to avoid taking any damage.

3 Roll For the N



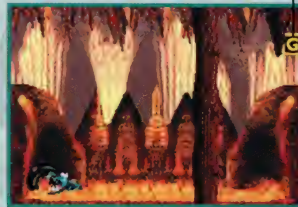
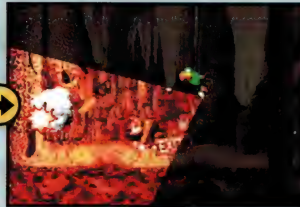
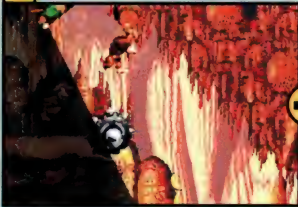
The letter *N* is the trickiest letter to reach in Torchlight Trouble. Ride the moving platform down. As it approaches its lowest point, perform a rolling jump to the right to get the letter *N* then land back on the platform.



HIDDEN CAMERA

BONUS AREA

4 Klap Trap Attack



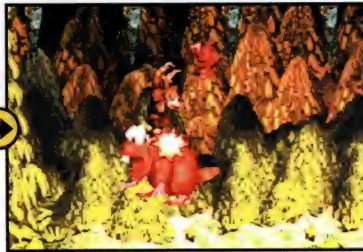
Pick up the barrel on the high ledge before the exit. Drop to the ground and use the barrel to open the bonus area (on the left wall opposite the exit). In the bonus area, stomp on the Klap Trap to collect as many banana bunches as you can before the creature can catch you.

REALLY GNAWTY RAMPAGE

Is Really Gnowty Very Gnowty gone bad, or are the two wily beavers brothers? We may never know. Really Gnowty jumps higher than his predecessor, but he's still a pushover.

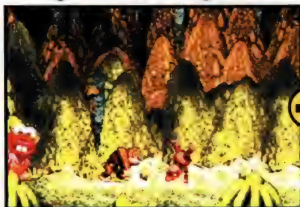


Jump on Really Gnowty When He Lands



Really Gnowty jumps from the right of his lair and stomps when he lands. You can't jump as high as Really Gnowty can, so jump on his head when he lands to stop him before his next jump. Really Gnowty will flatten you if he lands on you—run beneath the beaver in the opposite direction he's jumping to avoid being stomped. Really Gnowty turns red if you've damaged him—five solid bashes will do in the beaver for good.

Dodge the Falling Stalactites



Each time you damage Really Gnowty, he'll retreat to the right of his lair and stomp around. The beaver's stomping causes sharp stalactites to fall from the ceiling. Dodge the stalactites, then prepare for the next Really Gnowty assault. After you hit him the fifth time, no more stalactites will fall.

KREM KROC INDUSTRIES INC.

1 OIL DRUM ALLEY
page 78

2 TRICK TRACK TREK
page 82

3 POISON POND
page 84

4 FUNKY'S FISHING
Hidden Camera

5 ELEVATOR ANTICS
page 86

6 BLACKOUT BASEMENT
page 88

7 CANDY'S DANCE STUDIO
Hidden Camera

8 MINE CART MADNESS
page 90

9 CRANKY'S CABIN

10 BOSS DUMB DRUM
page 94



OIL DRUM ALLEY



The difficulty level cranks up in a hurry in Kremkroc Industries Inc.

The primary hazard in Oil Drum Alley, as the name might suggest, is the abundance of flaming oil drums. To reach the exit, you'll have to be patient and time your jumps carefully.

Bonus Areas

4

Animal Tokens

1

Hidden Warps

0

Balloons

6

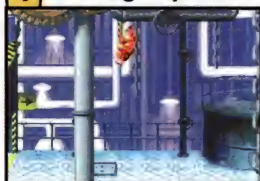
Hidden Cameras

0

ENTER



1 Finding Explosives



Climb to the top of the rope at the beginning of the level and jump onto the panel below. A TNT Barrel will pop out, which you'll need to access Oil Drum Alley's first bonus area (see below).



BONUS AREA

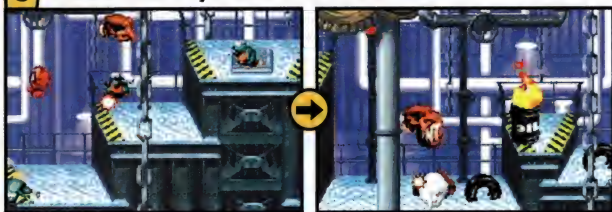


2 Using Explosives

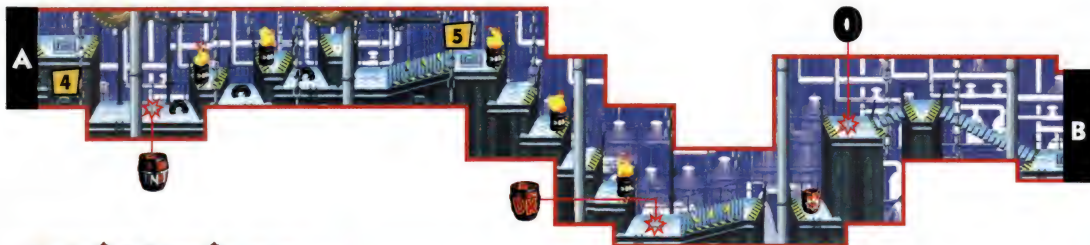


There's a Bonus Barrel underneath the first flaming oil drum in the level. To reach it, you must blow up the drum with the TNT Barrel you found earlier. If Donkey Kong is carrying the barrel, throw it from the spot illustrated in the above-left screen shot. If Diddy is carrying the barrel, throw it when he's right next to the drum.

3 Three Gnawtys and a TNT Barrel



Try hitting all three Gnawtys on the ledges without touching the ground. You won't get anything for doing it, but you'll be able to declare yourself an official Donkey Kong Country master. When leaping from the top ledge, be sure to land on the panel below to reveal a TNT Barrel.



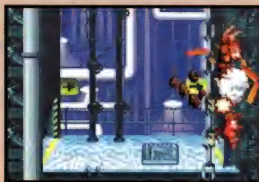
BONUS AREA



OR



4 Two-for-One



Use the TNT Barrel you just found to smash open the entrance to the second bonus area. Inside you can play the match game to win a 1-Up Balloon or a Winky Token; but if you line up three bananas instead, you'll receive a barrel that you can use to enter a potentially more-lucrative room. Pick up the barrel and jump into the right wall so that your momentum will carry you through the door. Otherwise you'll exit the bonus area automatically. It's easier if you use Diddy.



Spell D-O-N-K-E-Y to win a 1-Up Balloon, K-O-N-G to win a 2-Up Balloon, then C-O-U-N-T-R-Y to win a 3-Up Balloon! You can enter the room only once, so be sure to hit the letters correctly the first time.

5 Watch Your Step



Navigating the series of ledges that leads downward can be a bit tricky. You have to jump over the oil drums and land without getting hit by a patrolling Gnawty. Land on the panel to the right of the bottom ledge to reveal a Buddy Barrel.



6 O Is for Options



There are two ways to reach the letter *O*. You can use the Blast Barrel to dig up a tire (see the map on page 79), then push the tire underneath the letter, or you can bounce off one of the jumping blue Kritters nearby.

If you somehow lose Rambi before you reach the bonus area, you can use this barrel to bust open the entrance instead.



8 Jumping with Rhinos



Navigating Oil Drum Alley is actually easier *without* Rambi, but if you insist on taking him past the bonus area, remember to hold down the R Button to jump farther. In DK Attack mode, you'll receive a substantial point bonus if you can make it to the exit with Rambi (see page 110 for more information).

7 Rhino Rampage



Manky Kong giving you trouble? Free Rambi and introduce the pesky ape to the rhino's business end. You'll find the rhinoceros in a small gap after the Continue Barrel.

Wait for the fire to go out before you jump on an oil drum. The drums reignite after a couple of seconds, so you'll have to move quickly.

BONUS AREA

9 The N Is Near

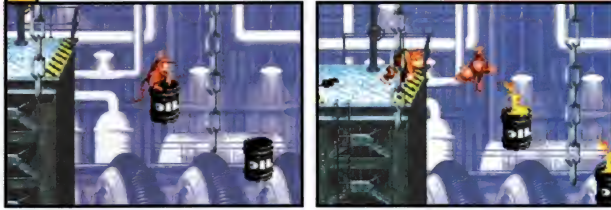


You can break open the entrance to the third bonus area by using the above-mentioned barrel or by ramming into the wall with Rambi. Once inside, launch yourself from Barrel Cannon to Barrel Cannon to collect some bananas and the letter *N*.





10 Take Your Time or Go for Broke



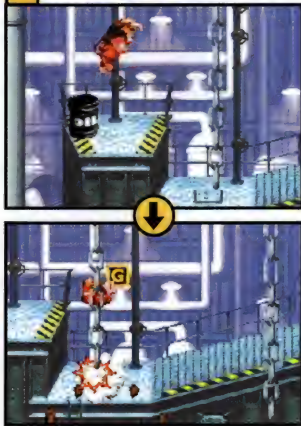
You could be patient and wait for the fires to go out before you jump across the two consecutive oil drums, but it's much more exhilarating to do a cartwheel jump and bypass the drums altogether. You have to do a full cartwheel to get enough distance, however; don't jump until Diddy is just about touching the flames.

11 Wait, Jump and Wait Some More



Getting past the long series of oil drums toward the end of the level can be quite difficult. Each drum goes through two quick burns and one long burn before it's extinguished. The flames don't stay out for very long, however, so you actually have to begin your jump *before* the first drum is extinguished to make it across before they reignite.

12 Underground G



To get enough height to dig up the letter G, you have to jump from atop the nearby oil drum. Wait for the flame to go out first, though!



TRICK TRACK TREK



Getting through Trick Track Trek can be a nightmare if you don't stay on your toes. For the majority of the level, your mobility will be limited to a small moving platform, so you'll have to anticipate your enemies' movements to avoid being hit.

Bonus Areas

3

Animal Tokens

1

Hidden Warps

1

Balloons

2

Hidden Cameras

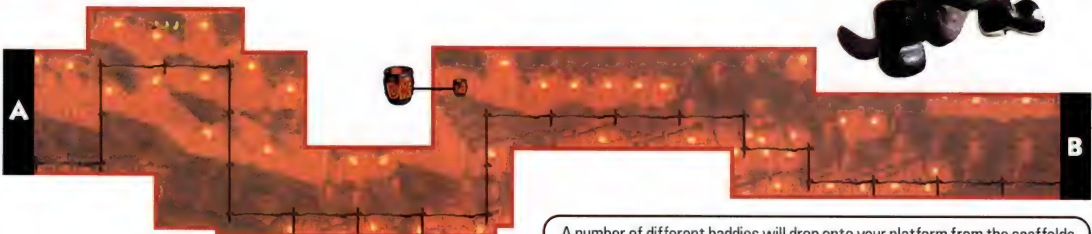
0



1 Stay on Track



Slow-moving platforms will carry Donkey and Diddy across most of the level. You can't switch characters while riding the platform, so hop on with Diddy—his superior jumping skills will come in handy.



A number of different baddies will drop onto your platform from the scaffolds overhead. If you watch the enemies closely you can usually tell which end of the platform they're going to land on, then you can move to the opposite end.

2 Climb the Neckys



The only way to reach the letter *O* is to bounce off the trio of Neckys that flies by as you approach. It's not overly difficult, but if you miss your opportunity you'll have to start the level over and try again.

BONUS AREA



3 Banana Square



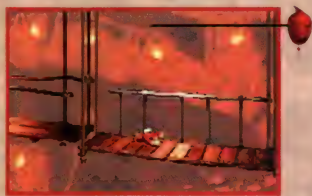
When the first platform comes to a halt, do a cartwheel jump into the Bonus Barrel to your right. Jump onto another platform inside the bonus area to collect some bananas.



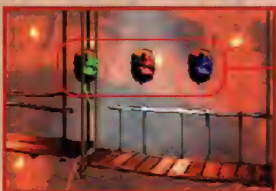
BONUS AREA

4 Super Klap Trap

Before the platform begins to descend, jump onto the scaffold with the pair of Gnawtys on it. From there you can reach another Bonus Barrel. Jump on the red Klap Trap inside the bonus area 12 times to win a 1-Up Balloon.



BONUS AREA



5 Balloon Rainbow



To reach the third and final Bonus Barrel, knock out the Manky Kong blocking your path (a barrel roll or cartwheel attack should do the trick) and drop onto the scaffold below. Inside the bonus area you'll have a chance to win a 1-Up Balloon, a 2-Up Balloon or a 3-Up Balloon!

POISON POND



Though it may not be pleasing to look at, the toxic water in Poison Pond won't harm Donkey Kong or Diddy. Unfortunately, the same can't be said for the razor-sharp Mincers that are scattered throughout the level.

Bonus Areas

0

Animal Tokens

2

Hidden Warps

0

Balloons

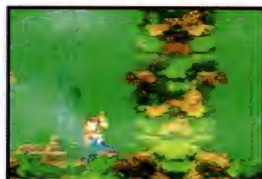
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Hidden Cameras

1

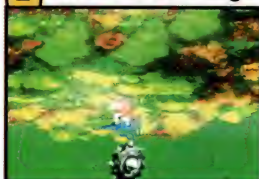


1 Start with Enguarde

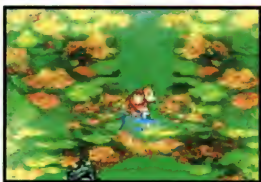


Swim through the coral to your left when you start the level to find an Enguarde crate. Your swordfish pal's superior swimming speed will make getting past Mincers a lot easier.

2 Swim Over Danger



Rather than trying to squeeze through the Mincers at point 2, you can simply swim over them without any danger of being hit. The same goes for many of the other hazards in Poison Pond.



Donkey Kong Country

ELEVATOR ANTICS



You'll encounter all sorts of baddies in Elevator Antics, but the real danger comes from the elevators. Diddy's ability to eke out a little more distance on his jumps makes him the preferred ape for navigating the moving platforms.

Bonus Areas

3

Animal Tokens

2

Hidden Warps

0

Balloons

1

Hidden Cameras 0

ENTER

1

The oil drum at the end of the passage produces an endless supply of Slippas, so use Diddy to scamper through the crawl spaces as quickly as possible to avoid being bitten.

A

BONUS AREA

1 Spell K-O-N-G to Win a Token

Climb to the top of the first rope and jump onto the ledge to your right to enter the level's first bonus area. Spell K-O-N-G to receive an Espresso Token. Be sure to hit the letters correctly the first time, because you won't be able to reenter the bonus area unless you start the level over again.



BONUS AREA

2 A Cornucopia of Goodies

To reach the top of the rope that leads to the second bonus area, you must jump over the Zinger. Once inside, launch yourself from the rotating Barrel Cannons to pick up some bananas, the letter O, an Espresso Token and, if you hurry, a 2-Up Balloon.



B



3 Going Down?



The next two elevators descend toward Zingers, so jump on as early as possible to get across and avoid the pests.

4 Going Up?

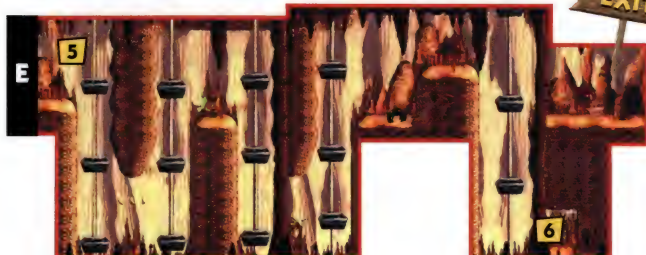


The elevator following point 4 ascends toward a Zinger, so instead of jumping on, drop from the ledge and hold Right on the Control Pad.

5 Elevator Antics Indeed



Getting past the final set of elevators requires careful timing. Always jump onto the elevator to your right as soon as possible—if you wait too long you'll fall into the abyss or get crushed into the ceiling.



BONUS AREA

6 Bottom Floor

Ride the final elevator down and jump onto the ledge to your right to enter the third bonus area. Inside you can collect a plethora of bananas by launching yourself from the Barrel Cannon when it's pointing straight up. Afterward, you'll land next to the exit automatically.



BLACKOUT BASEMENT



King K. Rool evidently forgot to pay his electric bill. The lights in Blackout Basement switch off and on continually, making it difficult for you to defeat your foes. Be patient and always look ahead so you'll know what's coming when the lights go out.

Bonus Areas

2

Animal Tokens

1

Hidden Warps

0

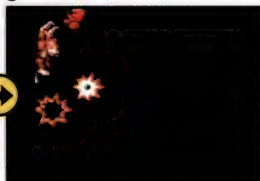
Balloons

1

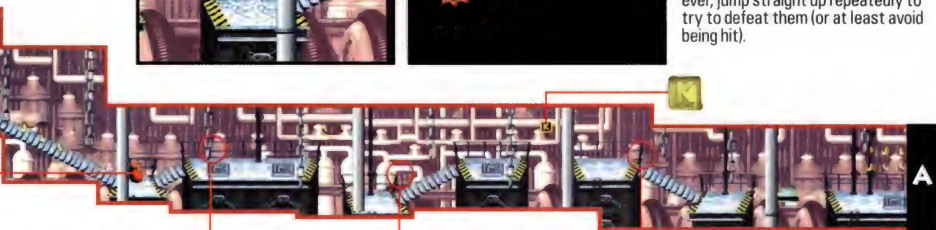
Hidden Cameras

0

Who Turned Out the Lights?



The lights go out in Blackout Basement about every one-and-a-half seconds. It's usually a good idea to wait for them to come back on before you make your next move. If enemies are heading your way, however, jump straight up repeatedly to try to defeat them (or at least avoid being hit).



A

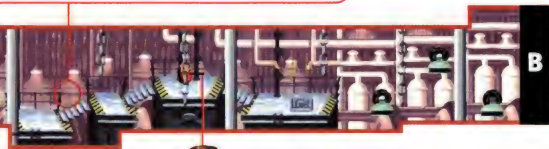


Do a cartwheel jump from the platform to the right to nab an Enguarde Token.

Watch out for Kritters early in the level! If you have enough room, do a barrel roll or a cartwheel attack to take them out.



A



B

Barrel Shield



Since Diddy carries barrels in front of himself, he can use them as shields when the lights go out. The barrel will destroy any oncoming enemy before it comes into contact with Diddy.

Tag In the Big Guy



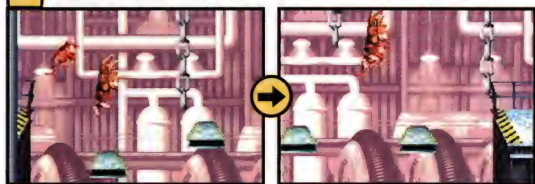
Once you pass the Continue Barrel, you'll begin to encounter Klumps instead of Kritters. Diddy bounces off the overweight crocs, so switch to Donkey Kong (the proverbial 800-pound gorilla) to send them packing.



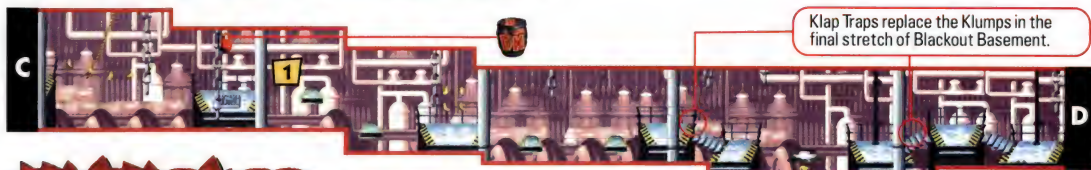
Beware of Klumps on these platforms! If you've lost Donkey Kong you'll have to jump over the baddies or cartwheel through them.



1 Patience Is a Virtue



Though it's certainly possible to jump across the moving platforms when the lights are out, you're less likely to fall to your doom if you can look before you leap. In other words, wait for the lights to come back on.



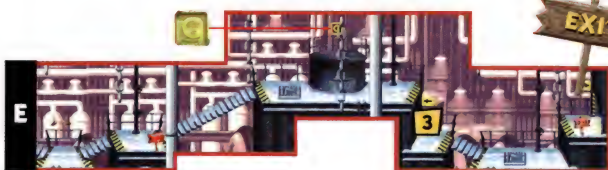
Klap Traps replace the Klumps in the final stretch of Blackout Basement.

BONUS AREA

2 N Is for Nauseous



Don't jump off the final platform—as it drops, you'll fall into a Bonus Barrel. Carefully launch yourself from the rotating Barrel Cannons inside the bonus area to collect some bananas and the letter *N*.



BONUS AREA

3 Keg Coming Through



Pick up the Steel Keg, drop from the ledge to your right and throw the keg at the wall to your left. As the indestructible container bounces off the wall, hop on and catch a ride to the second bonus area.



MINE CART MADNESS



After Blackout Basement, the fast-paced action of Mine Cart Madness is a welcome change of pace. You'll have to time your jumps perfectly to collect all of the letters and reach all three bonus areas, but you should be pretty adept at that by now.

Bonus Areas

3

Animal Tokens

3

Hidden Warps

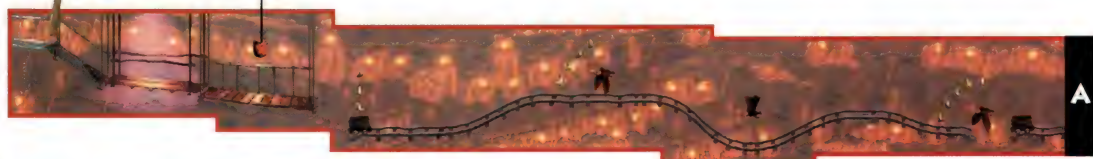
0

Balloons

1

Hidden Cameras

0



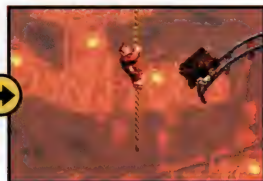
Follow the Bananas



Oftentimes a row of bananas will show you when to jump to avoid an obstacle or reach the next mine cart. Bananas: quite possibly the world's perfect food, and a handy navigational tool to boot.



1 The High Road



Immediately after passing the letter K, you'll come across a rope hanging from the top of the screen. You must grab onto the rope and jump into the mine cart to the right if you wish to enter the first bonus area.

2 The Low Road



If you miss the rope, wait for the mine cart to be launched from the incline at the bottom of the track. When you're just about to reach the bananas, bail out and jump into the next mine cart.



Jump over the Necky to grab the letter K. If you try to bounce off the bird, you might overshoot your goal.



BONUS AREA

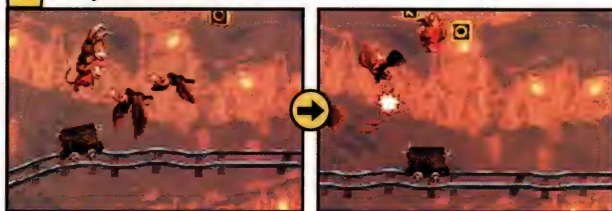
3 Unseen Bonus Barrel



Jump out of the cart when you're between the two rows of bananas on the upper track. You'll enter the level's first bonus area, where you can launch yourself from Barrel Cannons to grab some bananas and a Rambi Token, plus a 1-Up Balloon if you're quick.



4 Helpful Vultures



To grab the letter O, bounce off the pair of Neckys flying by. If you miss your opportunity, you'll have to start over from the beginning of the level since you haven't reached the Continue Barrel yet. The same goes for the letter K (see the top of this page).

5 Swordfish Below



After you grab the letter O, don't jump out of the mine cart right away. Instead, wait for it to fall and jump into the cart on the track below. By taking the low road this time, you'll net an Enguarde Token and avoid the Zinger overhead in the process.





6 Quick Jumps



The next few jumps come in rapid succession, so stay alert! You'll have to jump over two Neckys, then from one cart to another—all in a matter of two or three seconds. Now we're talking mine cart madness!

7 Stay on Target



To grab the letter *N*, you'll need fast reflexes and some good old-fashioned bravery. The letter is situated in the gap between tracks, but it's below track level, so you'll have to hold off on jumping to the next cart until after the letter is in your possession.

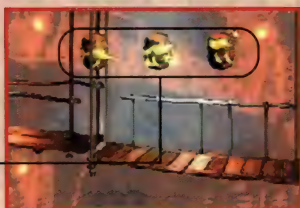


BONUS AREA

8 Choose an Animal



The track forms a little hill just after the letter *N*. Jump out of the cart at the hill's apex, then bounce off the tire to reach the Bonus Barrel overhead. In the bonus area, you'll have the opportunity to win the Animal Token of your choice by playing the match game.



9 Cart Krittters



There's a Kritter lurking behind each of the mine carts after point 9. Jump on the baddies to knock them off, then be sure to land inside the carts on your way back down.



10 Three Bees



To make it past the trio of Zingers at point 10, you'll have to time your jumps perfectly. If you leap too early, you'll land on the Zingers on your way down. If you wait too long, you'll run into the Zingers before you even get airborne.

11 Trust the Bananas



There's a mine cart beneath the line of bananas at point 11. You can't see the cart at first, but don't worry—the bananas would never lead you astray.

12 Your Stop's Coming Up



The final stretch of track drops like a roller coaster. Quickly jump out of the cart and onto the scaffold to your right as soon as you see the bananas. If you're too slow, you'll fall to your doom.



BONUS AREA

13 Under the Tracks



Jump on the tire to the left of the scaffold, then bounce off two more tires to reach a Bonus Barrel. Unfortunately, the final bonus area isn't very exciting. You can nab up to 28 bananas, but there are no 1-Up Balloons, no Animal Tokens and no hidden cameras.



BOSS DUMB DRUM

What could possibly be more frightening than a giant oil drum? Well, as Cranky later points out, perhaps a huge bucket or a really nasty fridge. He's quite the wiseacre.

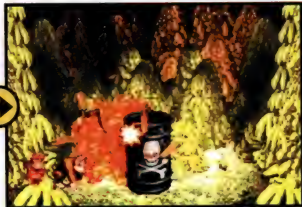
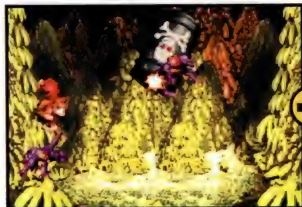
Here Comes the Drum



As the battle gets under way, Dumb Drum will come crashing down on the left side of the screen. That's where you *don't* want to be. Merely coming in contact with Dumb Drum will cost you an ape.

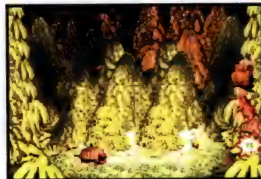
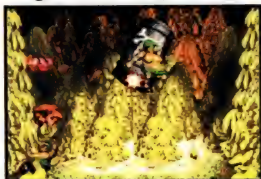


Drumming Dumb Drum



Following Dumb Drum's initial attempt to flatten the heroes, enemies will begin pouring out of the giant container in pairs. Once you defeat the enemies, a TNT Barrel will appear and Dumb Drum will come crashing down again. Pick up the barrel and throw it at the boss.

Tag In Donkey Kong



Two Kritters will pour out of Dumb Drum in the first round, followed by two Slippas in round two, a pair of Klap Traps in round three, two Klumps in round four and a pair of Armys in round five. Switch to Donkey Kong for the final two rounds—Diddy isn't big enough to take out Armys and Klumps.



CHIMP CAVERNS

1 **TANKED UP TROUBLE**
page 96

2 **MANIC MINCERS**
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3 **MISTY MINE**
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4 **FUNKY'S FISHING**
Hidden Camera

5 **CRANKY'S CABIN**
Hidden Camera

6 **LOOPY LIGHTS**
page 102

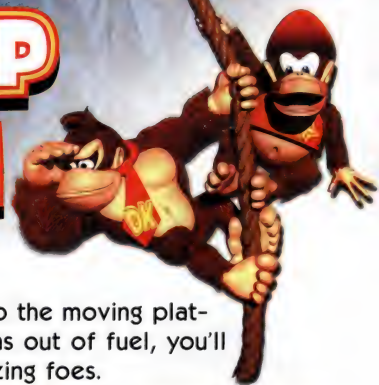
7 **CANDY'S DANCE STUDIO**
Hidden Camera

8 **PLATFORM PERILS**
page 104

9 **NECKY'S REVENGE**
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TANKED UP TROUBLE



Donkey and Diddy race against time in Tanked Up Trouble. Keep the moving platform going by grabbing every fuel drum you encounter. If it runs out of fuel, you'll fall! Zingers guard the track, so be ready to leap over the buzzing foes.

Bonus Areas

1

Animal Tokens

1

Hidden Warps

0

Balloons

1

Hidden Cameras

0



Keep the Platform Fueled

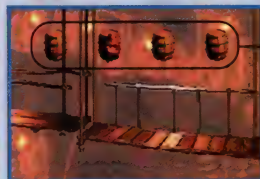


The moving platform burns through fuel very quickly. When the platform's fuel tank is full, the lights will be lit green. As the fuel source is depleted, the lights will change to orange, then red. If the platform runs out of fuel, it will shut down and fall off the track. Grab every fuel drum you encounter to keep the platform moving along the track.



BONUS AREA

1 One-in-Four Wins



Drop off the moving platform into the Bonus Barrel. In the bonus area, watch the I-Up Balloon move across four barrels. When the balloon stops, select the barrel you think it ended up in to win your prize.

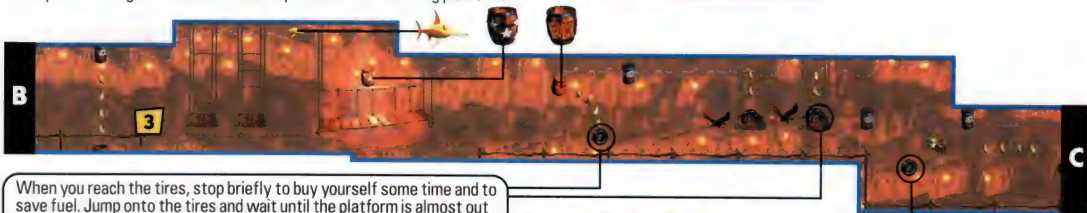


2 Letter O and the Fuel Drum


As the moving platform rises, jump right onto the small platform to grab the letter *O*. Jump back onto the moving platform, then quickly jump left onto the small platform to grab the fuel drum. Jump back onto the moving platform.

3 Wait for the Enguarde Token


When the moving platform reaches the end of its track, stay on it. The moving platform will rise before it runs out of fuel. Ride the platform up, then jump and grab the Enguarde Token as you land on the platform to the right.



When you reach the tires, stop briefly to buy yourself some time and to save fuel. Jump onto the tires and wait until the platform is almost out of reach, then spring off the tires to land back on the moving platform.


4 Rollin' Along

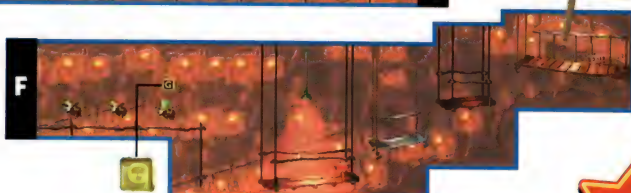

Roll the tire along the scaffold as the moving platform passes below. Place Diddy in the lead and wait for the platform to move right past you. Spring off the tire to reach the fuel drum and land on the platform as it moves right.

5 Precarious Fuel-ups


Swarming Zingers are out to keep Donkey and Diddy from refueling their moving platform. Time your jumps over the Zingers to grab the fuel drums and land back on the platform as it moves to the right.


6 To G or Not to G


A Barrel Cannon near the end of Tanked Up Trouble offers a nice shortcut to the exit, but you'll miss the letter *G* if you take it. The letter *G* is well-guarded by Zingers, so it's tough to grab. The choice is yours.



MANIC MINCERS



Manic Mincers pits Donkey and Diddy against a gauntlet of Mincers and menacing enemies. Rambi will join you along the way—his size makes the rhino a little cumbersome, so time your jumps carefully while riding him.

Bonus Areas

3

Animal Tokens

1

Hidden Warps

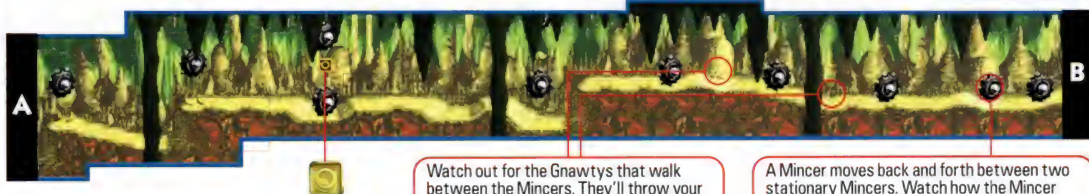
0

Balloons

2

Hidden Cameras

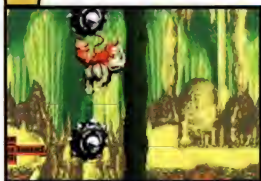
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Watch out for the Gnawtys that walk between the Mincers. They'll throw your timing off if you aren't cautious.

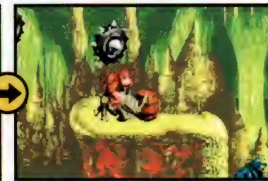
A Mincer moves back and forth between two stationary Mincers. Watch how the Mincer moves to plan your jumps.

1 Rambi Tactics

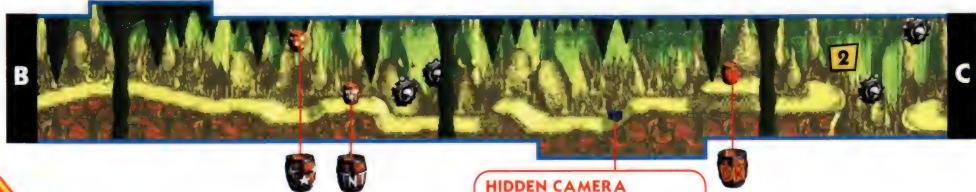


You'll need precise timing when performing jumps on Rambi. Your rhino pal may have a powerful horn to fend off foes, but he's big and slow, which makes it tough to fit into tight spots. Press R to jump farther.

2 Jumping through Spikes



Two Mincers move over the gap in a counterclockwise pattern. Timing is everything in your attempt to get to the other side unscathed. Wait until one of the Mincers passes right in front of you, then jump the gap and run right.



HIDDEN CAMERA
Stomp on a Krusha with Rambi.



BONUS AREA

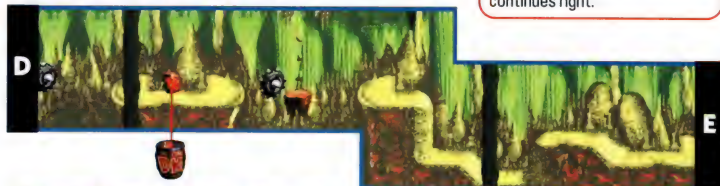
3 Klap Trap Stomp

Open the bonus area by using a barrel or by ramming into the wall with Rambi. In the bonus area, jump on the Klap Traps to get banana bunches. If you collect every banana bunch, you'll win a 1-Up Balloon for your outstanding Klap Trap-stomping abilities.



The banana bunch in the middle of the three Mincers is not worth risking your life to get. Concentrate on getting past the tires alive.

Jump over the Mincers as the platform moves right and grab the A. Be prepared to jump again as the platform continues right.



Quickly jump onto the narrow platform then jump right when one of the Mincers moves back above the platform. Don't linger too long!

Move to the area left of the stationary Mincer. Watch the moving Mincer and jump when you have a clear path.

BONUS AREA

4 Duck and Dash

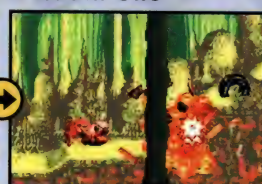


Enter the bonus area through the cave. Inside, collect bananas and the letter G without letting the Mincers pummel you. Quickly dash in and out of the narrow spaces between the Mincers as they move up and down.

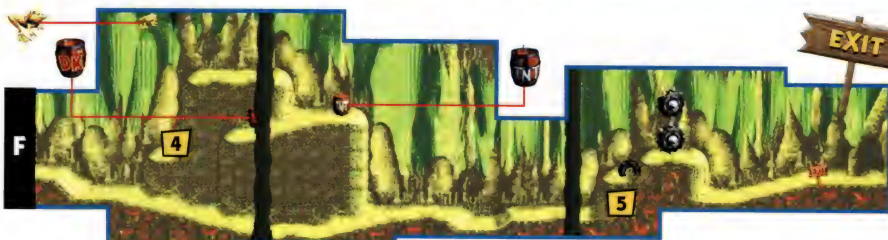


BONUS AREA

5 Bonus Area and Shortcut in One



The final bonus area in Manic Mincers acts as a nice shortcut to the end of the stage. Use the TNT Barrel to open the bonus area. Inside, watch the 1-Up Balloon as it moves from barrel to barrel. When the 1-Up Balloon stops, select the barrel you think it is in to win.



MISTY MINE



A subterranean haze hangs thick in Misty Mine, shrouding the many enemies that lurk there. An endless army of Slippas, Klap Traps and Gnawtys spew out of black drums every few feet. Watch your step—there could be a foe close by.

Bonus Areas

2

Animal Tokens

3

Hidden Warps

0

Balloons

1

Hidden Cameras

1



Black Drum Explosions

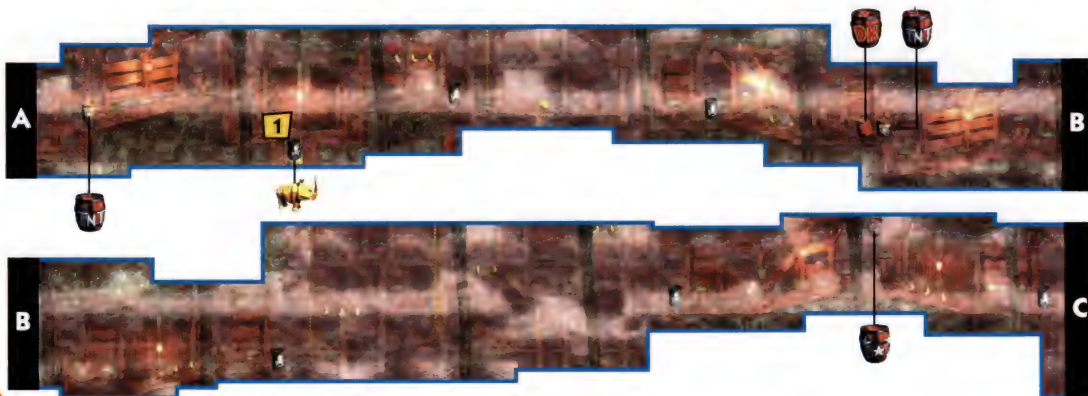


A constant stream of enemies slithers, creeps and crawls out of black drums that are placed strategically throughout Misty Mine. Pick up TNT Barrels and throw them at the black drums to destroy them and the enemies within.

1 Blast for the Rambi Token



A black drum rests atop the Rambi Token, making it seem unattainable. Pick up a TNT Barrel and carry it to where the Rambi Token is—watch out for enemies. Throw the TNT Barrel at the black drum and collect the Rambi Token.





Hidden Camera

BONUS AREA

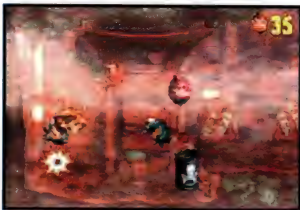
2 Rope-Slide Ride

If you want to spell K-O-N-G, you'll need to be quick—all four letters are in the bonus area. Hop onto the rope and use the Control Pad to move up and down as the rope moves to the right. Hold the R Button to climb up and down the rope faster.



You can reach the Expresso Token two ways. Either use Expresso to reach the token after you exit the bonus area, or roll and jump off the black drum to the left of the token to reach it.

Bounce for a Balloon



Bounce on seven enemies in a row without touching the ground to win a 1-Up Balloon. Gnawtys are the easiest enemies to perform the trick on.

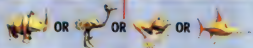


BONUS AREA

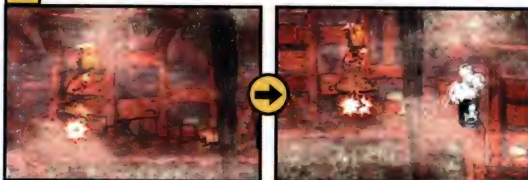
3 Pick a Token



Use a barrel to open the bonus area. In the bonus area, jump to select three identical Animal Tokens. If you are successful, you'll win the token.



4 Donkey Kong Trounces Armies



Armies fly out of a black drum and try to bowl you over as you approach the exit. Place Donkey Kong in the lead and stomp on the Armies as they roll at you. The big guy can knock out several of the foes at once.



LOOPY LIGHTS



Loopy Lights is a vast abandoned mine full of dust and rickety beams. Your only light through the dark tunnel comes from On & Off Barrels that you must activate. Jumping Klap Traps and Zingers lurk around every bend—watch out!

Bonus Areas

2

Animal Tokens

1

Hidden Warps

0

Balloons

1

Hidden Cameras

1



Hidden Camera

Leapin' Klap Traps



The red Klap Traps in Loopy Lights are a little sharper than the other Klap Traps you've encountered. Red Klap Traps jump and bite when the Kongs jump. Watch their movement and time your jumps to avoid their sharp teeth.

BONUS AREA

1 Barrel Blast Bonus

Drop into the Bonus Barrel between the ledges to enter the bonus area. Collect bananas and the letter *K* in the bonus area by shooting from Barrel Cannon to Barrel Cannon. The farther you proceed down the line of barrels, the more prizes you can collect.



Perform a roll jump off the left ledge to reach the letter *Q*. Before you jump, wait for the red Klap Trap to drop off the ledge to avoid landing in its sharp jaws.



Push the tire to the edge. Hop on the tire to reach the On & Off Barrel and the banana bunch to the right.



BONUS AREA

2 Bonus Bonanza



Open the bonus area with a barrel. Inside, jump from platform to platform to collect bananas, the letter *N*, an Espresso Token and a 1-Up Balloon. The bonus area is packed with prizes!



3 The Zinger Dilemma



A swarm of Zingers guards the letter *G* and makes your advancement through the mine tricky. Watch the Zingers—they all fly in specific patterns. Time your jumps to avoid colliding with the spiky insects.

4 Manky Kong Ambush



A single Manky Kong tosses barrels down at you from atop a stair-step area near the exit. Stop on each step and hop over the rolling barrels before you proceed to the next step. When you come face to face with the Manky Kong menace, hop on his head to knock him out cold.



PLATFORM PERILS



Donkey and Diddy are at the mercy of precarious directional platforms and makeshift walkways in Platform Perils. It takes precise timing and quick reflexes to make it through the area without falling. Hold on—the ride's a rough one!

Bonus Areas

2

Animal Tokens

3

Hidden Warps

0

Balloons

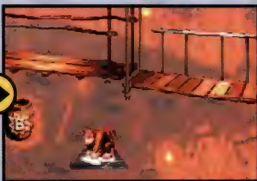
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Hidden Cameras 1



BONUS AREA

1 An Espresso Bonus



Jump onto the first directional platform, then jump down between the platform and the wooden walkway to land on another directional platform. Ride it left and jump in the Bonus Barrel. Spell K-O-N-G in the bonus area to win an Espresso Token.

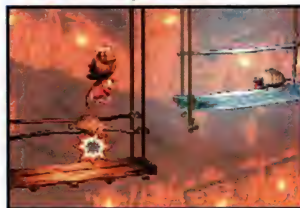


Shake Means Jump!



The directional platforms throughout Platform Perils will hold you for a limited amount of time. When the directional platforms begin to shake, they are about to fall from the sky. If you don't jump off in time, you'll fall with them!

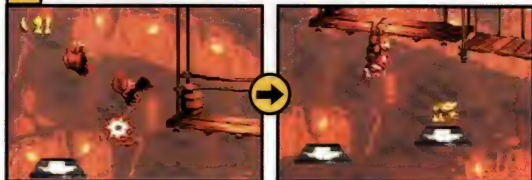
Let Donkey Handle It



Donkey Kong is a sure bet to lead the Kong pair through Platform Perils. You must perform very precise jumps over and on top of enemies. Diddy is faster, but weaker, than Donkey Kong—he can't defeat all enemies by jumping on them.



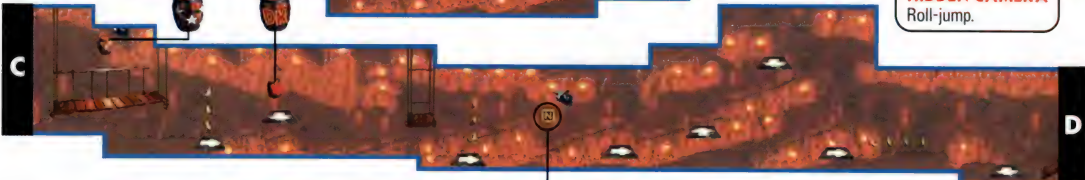
2 Down to the Token



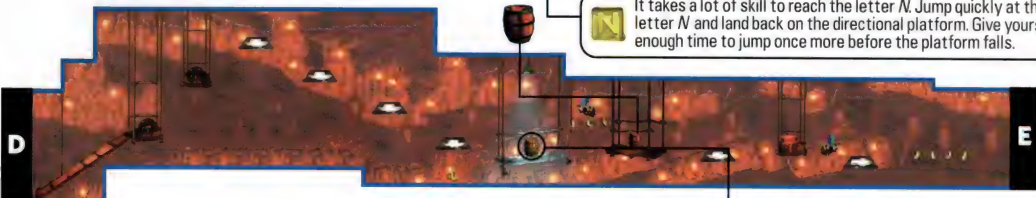
You'll have to do a little backtracking to reach the Winky Token. Jump off the platform near the barrel and use the Necky to reach the directional platform. Hop from one directional platform to the next below the wooden walkway to grab the Winky Token.



If you're shooting to grab both the letter *O* and the camera, you'll need to perform two quick roll jumps in a row—one to the left, then another to the right.



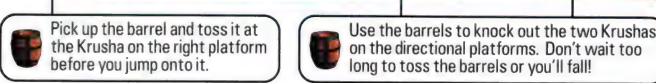
HIDDEN CAMERA
Roll-jump.



It takes a lot of skill to reach the letter *N*. Jump quickly at the letter *N* and land back on the directional platform. Give yourself enough time to jump once more before the platform falls.



Pick up the barrel and toss it at the Zinger. Perform a roll jump to land on the directional platform behind the Zinger.



Pick up the barrel and toss it at the Krusha on the right platform before you jump onto it.



Use the barrels to knock out the two Krushas on the directional platforms. Don't wait too long to toss the barrels or you'll fall!



Dispose of the barrel immediately when you jump onto the directional platform. You must jump quickly to the platform on the right—the barrel will slow you down, making the jump more difficult.

BONUS AREA

3 Token Detour

Ride the final directional platform down. At the bottom, jump onto the platform to the right. Jump right into the Bonus Barrel to enter the bonus area. Watch which barrel the Enguarde Token stops on, then select the correct barrel to win the token.



NECKY'S REVENGE

Necky's back and he's brought a friend to help him exact revenge on our heroes. With nuts flying at you from both sides, you'll need a quick thumb and keen concentration to survive.



Two Heads Are Not Better than One



As the Neckys appear on-screen, their heads will be flashing, indicating that they're invincible. Wait for the purple Necky on the right side of the screen to spit a nut at you, then bounce off the tire as high as you can and aim for his head. By the time you land, the Necky's head will have stopped flashing and he'll be vulnerable. Hit the purple Necky five times to knock him out.

The Pace Quickens



After you defeat his friend, the pink Necky will appear on either side of the screen and spit four nuts at you in rapid succession. Jump over the projectiles, bounce off the tire as soon as you've cleared the fourth nut, and land on the Necky's head. Repeat the process four times to rid yourself of Necky once and for all.



GANG-PLANK GALLEON

You've done it! King K. Rool's baddies have been driven from the island. All that remains is a confrontation with the king himself aboard Gang-Plank Galleon. The final showdown with K. Rool will be your biggest challenge yet, but if you can defeat him you'll reclaim DK's banana hoard and bring peace and tranquility back to the island.

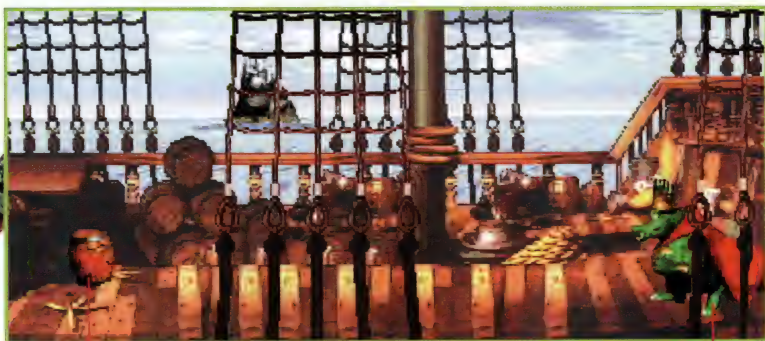
1 GANG-PLANK GALLEON

page 108 / Hidden Camera



KING K. ROOL

Despite his considerable girth, King K. Rool can really book. Be on your toes and stay far enough away that you'll have time to react. Kong Island's inhabitants are depending on you!



HIDDEN CAMERA
Defeat King K. Rool.

The Final Battle



After King K. Rool drops down from the top of the screen, he'll throw his crown at you. Jump over the flying headdress and bounce on the king's head. He'll then run to the other side of the ship—jump over him while he's running and bop him on the head again when he throws his crown. He'll run across the ship twice before throwing his crown a third time, and after you've hit him four times, he'll begin jumping up and down, causing a series of cannonballs to rain down on the ship. Dodge the cannonballs with a cartwheel attack or barrel roll, and jump on K. Rool's head when he throws his crown. Repeat the process two more times to knock him out.

The End?



As the credits start to roll, King K. Rool will suddenly leap back to his feet and resume his attack. Be careful not to get stomped on as he hops across the screen, then jump on his head when he throws his crown. Afterward, he'll hop across the screen twice before throwing his crown, then three times after you hit him again. The third hit will do him in for real.

KONG ISLAND EXTRAS

DK ATTACK

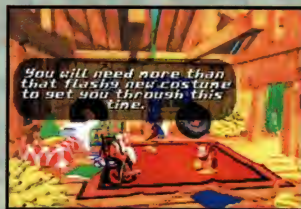
page 110

DANCIN' & FISHIN'

page 111

CAMERA APPENDIX

page 112





In DK Attack, you must race against the clock to collect as many points as you can and earn the highest score. Play levels that you've completed in the main game mode. It takes a whole new level of strategy to master DK Attack.



Perfect



Excellent



Great



Good



Okay

Breakin' It Down

DK Attack is a test of reflexes, speed and skill. Race through each level, grabbing as many items and time-adding icons as you can to earn the highest score. You'll earn bonus points for having time remaining on the clock, getting both Kongs through the level and finishing the level with an animal buddy. After you achieve a perfect rating (the S ribbon) on every level, you will unlock a new background for the DK Attack menu screen.

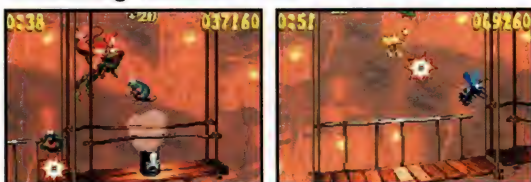


No Time for Monkeyin' Around



The faster you can zip through a level, the better. As you make a mad dash for the exit, rack up as many points as possible. Grab items along the way—don't backtrack. It's tough, but you'll get the best score if you can collect every Animal Token, letter, banana and Continue Barrel in each level. If you finish a level with Donkey Kong, Diddy and an animal friend, you'll win bonus points.

Collecting Valuable Time



Most time icons are in the open, often in odd places. Keep an eye out for the valuable icons—they'll add seconds to your remaining time. Not all time icons are easy to get. Some are hidden off-screen, so random jumps might reveal time icons. Keep track of your time!

Bonus Area Bane



Bonus areas can hinder your progress. Enter only the ones that you can win or that move you forward when you exit them. Bonus areas that take you back in the level and ones that you lose waste a lot of time. There are time icons hidden in every bonus area. You can also rack up points by smashing open bonus areas that are hidden behind weak walls.

Defeat Consecutive Enemies



Earn points by smashing enemies with barrels and by defeating enemies with an animal pal. You'll rack up the most points by defeating multiple enemies in a row. Look for rows of enemies and jump on or roll over them without missing a beat. The more enemies you defeat in a row, the more points you'll get.

DANCIN' & FISHIN'

Candy's Dance Studio is a new bonus game exclusive to the GBA DKC—you may recall Funky's Fishing from the GBC DKC. Access the bonus games from within each level or from the Extras option on the main menu. Take a break from bad-guy bashing to do some dancing and fishing!

Take to the Sea with Funky Kong

Hop on Enguarde and let out your line in Funky's Fishing. Collect points by catching fish—some are worth more points than others. Performing Kombos (by catching multiple fish of the same color on the same hook) will give you the most points and add time to the clock. Each level's fishing challenge is more difficult than the one before it—the fish variety will change accordingly.



Controls

- Control Pad:** Left and Right: Move Enguarde across the water's surface
Up and Down: Adjust the height of the hook in the water
- A Button:** Hook the fish
B Button: Activate the Kombo bar (multiplayer only)
- L Button:** —
R Button: —
- START:** Pause the game
SELECT: Quit to the title screen (when paused)



Cut a Rug with Candy

Dance with Candy to rack up points and earn prizes. The dance challenges start off slow but the moves will get tougher and tougher as you proceed. Keep an eye on the beat indicator. When the button you need to press enters the white box in the middle of the screen, quickly push the button. Keep the rhythm going to show Candy what a hooper you are.



Controls

- Control Pad:** Perform a dance move
A Button: Perform a dance move
B Button: Perform a dance move
L Button: Perform a dance move
R Button: Perform a dance move
- START:** Pause the game
SELECT: Quit to the title screen (when paused)



CAMERA APPENDIX

Reminisce over Donkey and Diddy's harrowing adventure through Kong Island by viewing the pictures in your Scrapbook. Cameras (which earn you snapshots) are hidden throughout the levels and bonus games. Try to collect all 52 pictures!



Scrapbook

Page 1

- Bounce on three Kritters without touching the ground. See page 24. ☐
- Defeat an Army with Donkey Kong's hand slap. See page 24. ☐
- Defeat a Klap Trap with Donkey Kong's hand slap. See page 40. ☐
- Defeat a Klump with Donkey Kong's hand slap. See page 22. ☐

Page 2

- Climb to the top of a one-way rope in Slipslide Ride. See page 67. ☐
- Climb over a millstone Gnawty in Temple Tempest. See page 59. ☐
- Enter a hidden cove in Clam City. See page 56. ☐
- Enter a hidden cove in Croctopus Chase. See page 69. ☐

Page 3

- Swim over a Mincer in Poison Pond. See page 85. ☐
- Roll-jump from a platform in Platform Perils. See page 105. ☐
- Hand-slap the ground in Bumble B Rumble. See page 60. ☐
- Bounce on three Slippas without touching the ground. See page 26. ☐
- Toss the Steel Keg at a Manky Kong in Orang-Utan Gang. See page 53. ☐
- Roll-jump from a ledge in Stop & Go Station. See page 40. ☐
- Hand-slap the tire in Necky's Nuts. See page 44. ☐
- Roll-jump from a ledge in Forest Frenzy. See page 51. ☐

Page 5

- Exit all levels in a region with Donkey Kong, then return to that region. ☐
- Exit all levels in a region with Diddy, then return to that region. ☐

Page 6

- Visit Cranky's Cabin in every region. ☐
- Catch the crab at Funky's Fishing in Kongo Jungle. ☐
- Get a perfect score at Candy's Dance Studio. ☐

Page 7

- Collect 400 or more tokens in Enguarde's bonus area. See page 12. ☐
- Collect 600 or more tokens in Espresso's bonus area. See page 13. ☐
- Collect 600 or more tokens in Rambi's bonus area. See page 12. ☐
- Collect 600 or more tokens in Winky's bonus area. See page 13. ☐

Page 8

- Jump above the exit in Torchlight Trouble. See page 75. ☐
- Flutter across a chasm with Espresso in Orang-Utan Gang. See page 52. ☐
- Run through the first bonus area in Jungle Hijinx. See page 23. ☐

Page 9

- Use Rambi to defeat a Krusha in Manic Mincers. See page 98. ☐
- Drop into the Warp Barrel in Mine Cart Carnage. See page 36. ☐

Page 10

- Collect every K-O-N-G letter in the game. ☐

Page 11

- Search Donkey Kong's treehouse in Jungle Hijinx. See page 22. ☐
- Drop into a Barrel Cannon in Ice Age Alley. See page 71. ☐

Page 12

- Enter a hidden cove in Coral Capers. See page 28. ☐

Page 13

- Defeat King K. Rool in Gang-Plank Galleon. ☐

Page 14

- Enter every bonus area in the game. ☐

Page 15

- Bounce off a tire in Rope Bridge Rumble. See page 72. ☐

Page 16

- Jump left at the entrance of Loopy Lights. See page 102. ☐

Page 17

- Bounce on three Gnawtys without touching the ground. See page 34. ☐
- Jump before the Espresso Token in Misty Mine. See page 101. ☐

Page 18

- Catch 20 or more red fish at Funky's Fishing in Kongo Jungle. ☐
- Catch 15 or more Croctopi at Funky's Fishing in Monkey Mines. ☐
- Catch 10 or more Chomps Jr.s at Funky's Fishing in Vine Valley. ☐
- Catch 50 or more Squidges at Funky's Fishing in Gorilla Glacier. ☐
- Catch 10 or more pieces of trash at Funky's Fishing in Kremkroc Industries. ☐
- Fill the timer at Funky's Fishing in Chimp Caverns. ☐

Page 19

- Complete Candy's Dance Studio challenge in Kongo Jungle. ☐
- Complete Candy's Dance Studio challenge in Monkey Mines. ☐
- Complete Candy's Dance Studio challenge in Vine Valley. ☐
- Complete Candy's Dance Studio challenge in Gorilla Glacier. ☐
- Complete Candy's Dance Studio challenge in Kremkroc Industries Inc. ☐
- Complete Candy's Dance Studio challenge in Chimp Caverns. ☐

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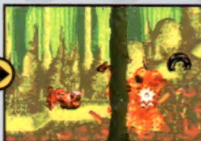
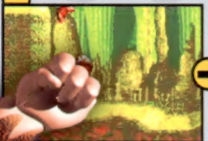
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